SEPTEMBER 1984
85p
Dm 5·80

COMPUTER & VIDEO GAMES

DANGER MOUSE EXCLUSIVE!

REVIEW AND COMPETITION





FREE INSIDE:
THE BUG HUNTER WALLCHART

EXCLUSIVE:
SABRE WULF MAPPED OUT

WIN THE NEW DANGER MOUSE GAME!

Games listings for the
COMMODORE 64, SPECTRUM,
BBC and many more....

KOKOTONI WILF



'Kokotoni Wilf is an arcade adventure whose undisguised intention is to steal the title of "best arcade adventure program bar none" from Jet Set Willy'.

As Kokotoni Wilf you must recover all the pieces of the legendary Dragon Amulet (which has been scattered throughout time) for your master the great magician, Ulrich.

Throughout the quest Wilf comes up against many dangers from huge lumbering prehistoric dinosaurs, to hostile alien robots, but the reward for recovering all the pieces warrants the risk.

The 48K program features a number of major advances over Jet Set Willy. The games designer, Elite, stresses that each of the games 60 plus screen settings is genuinely high resolution, as opposed to psuedo hi-res, and doesn't require a title to explain what you're looking at. Furthermore, the sprite characters are of cartoon quality and exhibit their own personalities. Impressive claims. Jet Set Willy fans will no doubt feel both sceptical and intrigued ......

Watch this space!

48K Spectrum and Commodore 64
available Sat. 15th September.

elite

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Turn to pages 15 & 35, all you Dangermouse fans!

Cover by Blake Sears, Creative Consultants.

NEXT ISSUE ON SALE 16th SEPTEMBER

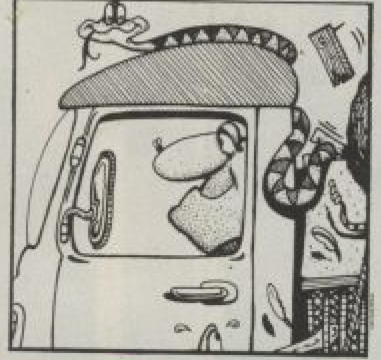
FEATURES







LISTINGS



NEWS AND REVIEWS

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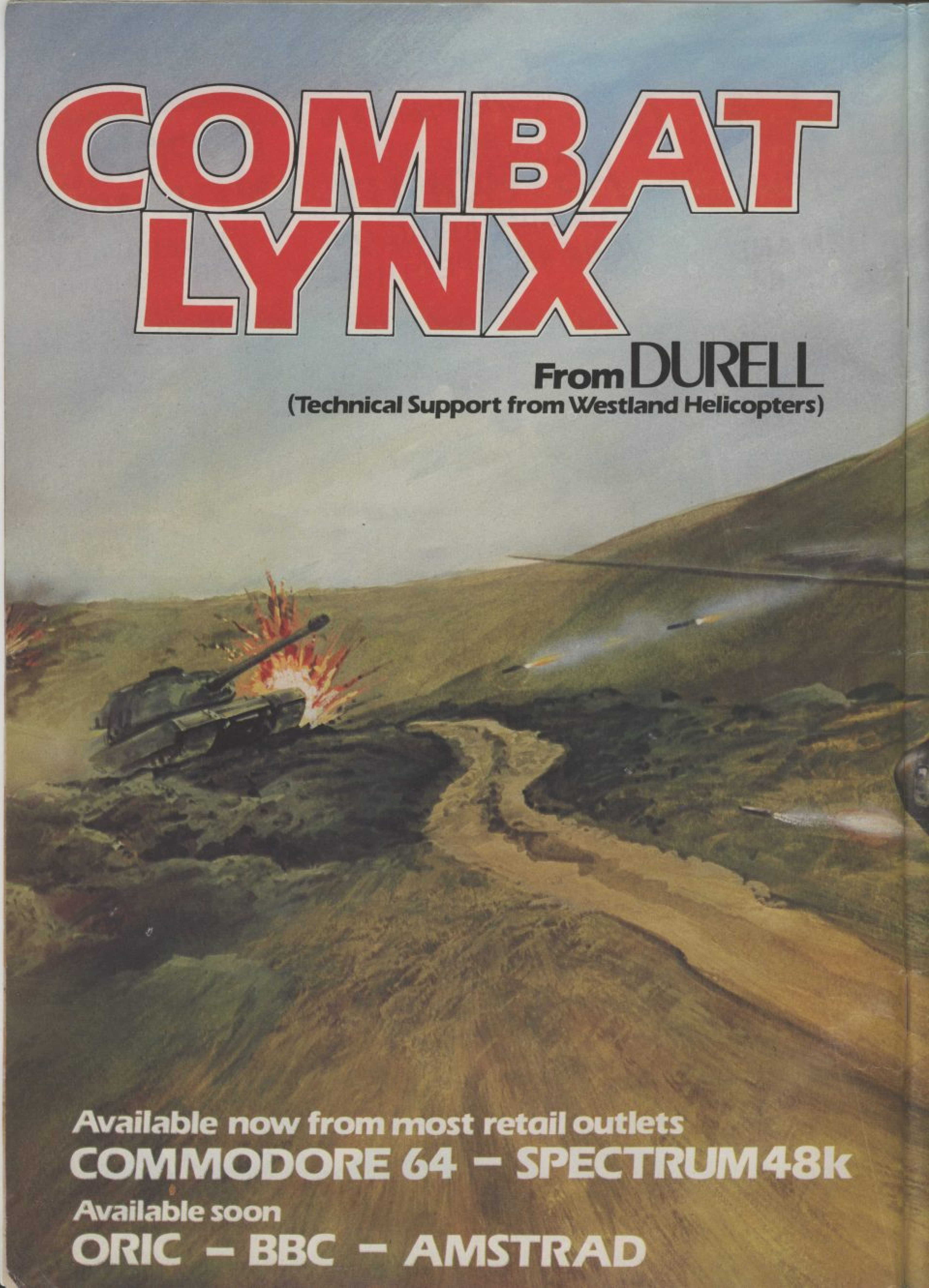
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LYNX USERS OF THE WORLD UNITE!

Dear Sir,
Would you kindly mention in your magazine, at the earliest opportunity, that I shall be forming a new user group/ magazine for all Lynx owners.

The group will be called the Lynx Users Group or LUG for short. It is the intention of this new group to promote and retain interest in the Lynx and to minimise the likely feeling that any Lynx owner is out in the cold. Among the proposed actions will be to encourage owners to speak to their local membership and to put owners in touch with those who perhaps have more programming skills.

LUG will be taking over from NILUG, as Mr R Poate has decided to close NILUG as from the June issue.

R B Jones,
Harrow,
Middlesex.

CAN ANYONE BEAT THIS?

Dear Sir,
As regarding the top scores for Spectrum Arcadia, I would like to tell you about my feat of shooting on only the first screen of Arcadia.

I'd got a little bored with the game, so I tried to get as many points on the first screen as I could. I managed a total score of 203 points. This was a difficult task because my arms just about seized up during the game. 203 points is a large score to beat. How about letting everyone hear about this challenge?

Alan Webster,
Gullane,
Scotland.

Editor's reply: Alan obviously thinks he's Buck Rogers mark two. Anybody out there want to prove him wrong?

HAVING A SPOT OF CHESS TROUBLE

Dear Sir,
I think you made quite a booboo in your July issue. The chess program on page 122 was supposed to be for the TI-99/4A. Either my TI's got a different Basic or you printed the wrong program.

Would you please give my new Texas Instruments Users' Group, the Notts 99er's Users' Group, a brief mention. The group sends out a monthly newsletter giving tips, short programs, software and hardware info, letters and help with problems etc . . .

Hopefully, for more local members, there will be regular meetings. Anybody interested in joining please contact me at 75A Rossell Drive, Stapleford, Nottingham NG9 7EG.

May I congratulate you on a fine magazine and your support for the TI-99/4A. Please keep up this support.

Gordon Tomlinson,
Stapleford,
Nottingham.

ANTICS WITH ANT ATTACK!

Dear Sir,
In reply to Duncan Campbell's letter in June's issue of *C&VG*, I can claim to have scored 44,878 at *Ant Attack* and regularly reach level 10 without any problems. Now can anyone beat that? This is about as fast as I could do each level so I reckon the maximum score ever must only be around 45,000?!

Not only, as Duncan points out, is there an exit at the top of the west wall in the game, but sometimes the girl is placed in a hole on the right hand wall and, after jumping on an ant to reach her, you can jump straight through and finish the level without returning to the city games! This makes this level as easy as one of the first.

I also encountered a funny situation where the floor was covered with ants (nothing new there) so I jumped to paralyse an ant and the girl must have jumped too. The end result was that we were both suspended, her on top of me, in mid-air!! I wasn't standing on a block or an ant. If I spun round, the girl moved too, yet none of the ants could get us. Alas, bombing them below brought us down. A quirk of the program or what?

Finally, in reply to David Korim's plea in the same issue on how to get past the Foot of the Megatree in *Jet Set Willy* — it's easy! Stand under the first branch where the tree bottles are and wait for the purple flame to approach you. Nothing can kill you here. As soon as the flame moves away, follow it and you can pass unharmed along — but you must jump as soon as you reach the steps in the middle, as the flame will turn round and hit you. Also the first bottle will kill you if you jump up onto it.

What I want to know now is — how to get up to the Priest's Hole without falling down again onto the slope below? It took me long enough to work out how to get up the other two screens below. I can also state that I've only four rooms left to visit now, as most of the house is accessible, give or take a few hundred lives! Anyone been right through?

Christopher Hester,
Baildon,
West Yorkshire.

A FAIRER DEAL FOR ADVENTURERS

Dear Sir,
I have been buying *C&VG* for several months now and I intend to carry on reading your magazine rather than any other for one reason — Keith Campbell's Adventure section.

This is the best part of the whole mag. (the part I turn to first) and I thoroughly enjoy it. There's just one problem — it's too short!

I was pleased to see the special Adventure reviews but the fact is, Keith Campbell needs more room. I understand lengthening the magazine costs money, but you could put the price up a few pence (not too much though!).

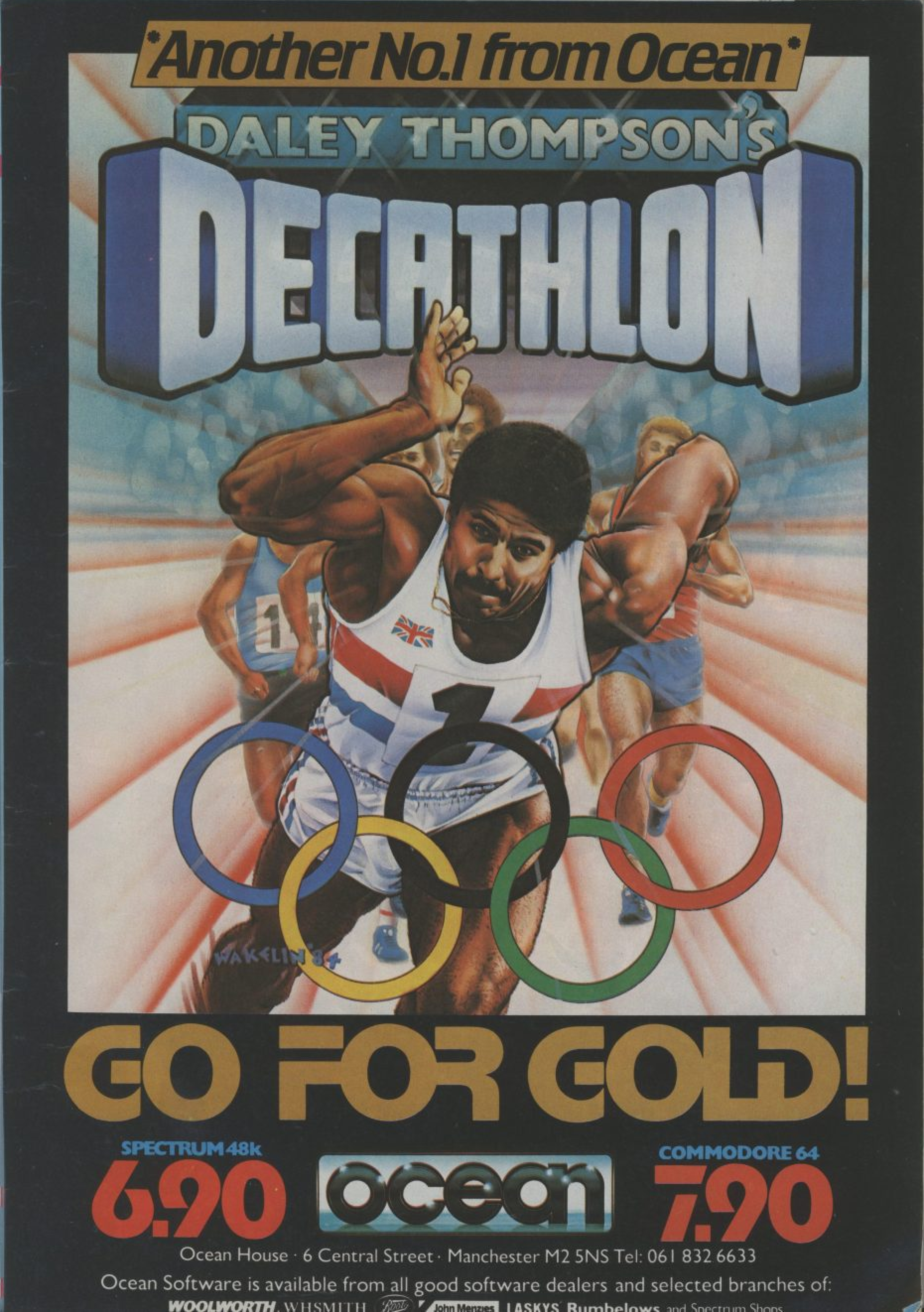
The market is being flooded with many new Adventures, most of which are never mentioned in the few pages you give poor old Keith, so a little more room could mean a lot more reviews/articles about Adventures. You may be thinking that I am just an Adventure freak but you would be wrong. I enjoy playing arcade style games on my Spectrum but the magazine is packed with shoot-'em-ups.

I say it's not fair on Adventurers.

P Stollard,
Bury St Edmunds,
Suffolk.

Editor's reply: As you can imagine, Keith has a lot of work to get through. Even he can't solve an Adventure in ten minutes, but we have found some helpers to lift the weight off his shoulders. So we may be seeing more Adventure in *C&VG* in the future. As for your suggestion about putting the price up, it's not a bad idea — not bad at all!

Please drop us a line at: Computer & Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



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THE TEXAS CHAIN-STORE MASSACRE

Dear Sir,
With reference to Thomas Muluemes letter in the July edition of *C&VG*, his suggestions are laudable, but unfortunately impractical and naive.

The Texas Extended Basic cartridge was originally sold in this country at a price of around £90.00. Yes, it was expensive, but it was available. Whether or not it was worth that much is difficult to say. Certainly, dealers were given little option in what they charged for the cartridge. Even at that price profits were small.

Since then, Extended Basic has been reduced in price several times until finally the TI-99/4A was discontinued. At that point, dealers who merely regarded the TI as a vehicle for making money simply decided to cut their losses and get rid of all the cartridges at whatever price they could get for them. This meant that ExBas was now available for around the £40.00 mark. But to pretend that this is what the module should have cost and to state that this is what it should cost *now* is naive.

As one of the two dealers left in this country able to supply Extended Basic from stock, I have no intention of going bankrupt simply to be a nice guy in supplying products at the prices they were being dumped at. Extended Basic may not be cheap from me (or my competitor and friend) but it is available. And as long as it remains available, it will be at its current price, if for no other reason than to allow me to provide back-up service (have you tried getting after-sales service from any of the supermarket chains who sold the TI as though it were a can of beans? Or even asked them for advice?).

As to his suggestion that an independent producer should make Extended Basic — why should they? The likes of Quicksilva, Psion, Ocean etc. never acknowledged the Texas when it was in production. It's hardly likely that they are going to now. But in any event, Texas Instruments still hold the rights to produce Extended Basic (and all the other cartridges for that matter), so any attempts to produce an independently made Extended Basic will be in breach of TI's copyright.

So to answer Mr. Muluemes plea — the only sensible solution to the lack of Extended Basics has already been found, ie they are being imported from the USA.
Howard Greenberg
Arcade Hardware
Manchester

GET STEEPED IN BLEEPS!

Dear Sir,
Steven Fenoceti (*C&VG*, July) can steep his Commodore 64 in bleeps just by calling this subroutine in any program that needs them:

```
500 REM BEEP SUB-
ROUTINE STARTS HERE
510 :
520 S=54272:POKE S,150
530 POKE S+1,75
540 POKE S+5,0:POKE
S+6,240:POKE S+24,15
550 POKE S+4,17
560 FOR D=1 TO
200:NEXT
570 POKE S+24,0:RETURN
```

The pitch of the bleep can be altered by using a higher or lower value than 75 in line 530. Its duration can be shortened or lengthened by similarly tinkering with the delay loop in line 560.

Bleeps are often useful for audibly registering a keyboard response prompted by an INPUT or GET command. It is an easy matter to limit their operation (and the progress of the program) by a qualifier, as this demo (when added to the lines above) will show:

```
100 PRINT CHR$ (147)
TAB (255) TAB (242)
"PRESSING RETURN
ONLY WILL SOUND
BEEP"
110 :
120 GET K$:IF K$= ""
THEN 120
130 :
140 IF K$=CHR$ (13)
THEN GOSUB 520: PRINT
CHR$ (13) TAB (11) "YOU
PRESSED RETURN"
150 :
160 GOTO 120
```

Pressing any key but RETURN will produce no response — but when it is used, the bleep will be heard, accompanied by on-screen confirmation of this action.
John Ransley
Hove
East Sussex

GO EASY ON THOSE GHOULS!

Dear Sir,
I would be grateful if I could use your letters page to comment on the review of *Ghouls* for the BBC micro in the July issue of your magazine.

C&VG's software reviews have, in the past, been objective and of a high standard, but in this specific case I feel sufficiently moved to put pen to paper.

For the reviewer to refer to *Ghouls* as simply "a blatant copy of *Manic Miner*" and to write nothing at all about the game itself seems very wrong. Managing Director of Software Projects, Alan Maton, says: *"Donkey Kong, Manic Miner* and *Ghouls* are all platform games primarily avoiding oncoming obstacles — that is where the similarity ends, Having looked at *Ghouls*, I did not think it was a copy of *Manic Miner."*

Ghouls has already received four and five star reviews in *Acorn User*, *A&B Computing*, *The Micro User*, *Personal Computer Games* and *Home Computing Weekly*. The game itself was the highest new entry in both *Acorn User's* July chart as well as *C&VG's* software chart No.3 and we have been told by dealers and distributors alike that *Ghouls* is second only to *Killer Gorilla*.

I quite appreciate the difficulty of policing your reviewers but, in cases where a new game from a reputable software house is slagged off to such an extent as this, I feel it is your duty to get a second opinion before printing the said review.
Micro Power Ltd,
Leeds

NOW THERE'S SCOPE FOR THE 64

Dear Sir,
Could you please fill me in on Scope for the Commodore 64. When will it become available, how much does it cost, who can I obtain it from and in what form does it come, ie cartridge, disc or cassette?
Sean Stanley,
Netherseale,
Staffs.

Editor's reply: Good news. Scope 64 is in the shops now on cassette for £17.95 or disc for £18.95. More details from ISP on 025679-6559.

THE OLYMPIC DECATHLON CHAMPION!

Just when the Editor thought he was going to get a free holiday in the USA, one of our readers had to go and win the *C&VG*/Activision Olympic Holiday prize. Ten days in sunny California with tickets to watch top events at the Los Angeles Olympics!

The lucky winner was Gavin Cox, from Old Coulsdon, Surrey. Gavin will be taking his brother, Nathan, away with him and can look forward to a fun packed ten days and nights. They will be staying at the superb Sheraton Anaheim Hotel — just a short bus ride away from Disneyland!

Watch out for a report from Gavin on his trip to America and the Olympics in a future issue of *Computer & Video Games!*

Gavin won his prize by correctly identifying all ten events in the Activision *Decathlon* and telling us just why he thought *Computer & Video Games* is the best selling games magazine in this country.

Gavin's poetic answer went as follows: "Mega-supa, software smashing, bad game bashing, has no trash in, ever-so dashing magazine." We all knew it was true, but it's nice when our readers say so too!

Congratulations Gavin — we're sure you'll enjoy your trip. But watch out for the Editor, you might find him trying to stow away in your luggage!

The correct answers to the contest were: 1) Javelin. 2) 1500m Dash. 3) Discus. 4) Hurdles. 5) 400m Dash. 6) High Jump. 7) Shot Put. 8) Long Jump. 9) Pole Vault. 10) 100m Dash.

SPIRIT OF EVIL

Why not invite the spirit of the Evil Dead into your home? He's really quite a nice chap — and he'll bring a great new computer game with him. So don't be afraid to enter *C&VG*'s **Evil Dead** competition — it will make your hair stand on end!

You've probably been reading all about the *Evil Dead* game, based on the now famous horror-spoof move about a bunch of clean club American boys and girls who go into the country to get away from it all and end up being transformed into horrible mutants. We've reviewed the game elsewhere in this issue.

Well, we've got our hands on some copies of this brand new game, for the Commodore 64, thanks to our friends at **Palace Software,** the people behind the game. The first 25 correct entries will get a copy of the *Evil Dead* game, an *Evil Dead* tee-shirt and an *Evil Dead* poster. A real bumper bundle!

All you have to do is answer the four horrible questions below, fill in the coupon, and send it off to Evil Dead Contest, *Computer & Video Games*, Priory Court, 30-32, Farringdon Lane, London EC1R 3AU. Please note our new address!

Now dim the lights, look out your special blood-red ink to fill in our coupon, and begin your quest for the spirit of the Evil Dead!

THE QUESTIONS

1. Which famous American actress played the part of Carrie — a teenager with awesome mental powers — in the film of the same name, based on the novel by ace horror author Stephen King.
2. An extremely famous American singer starred in a hit video based on one of his hit songs. He starred as a werewolf. The video, one of the most expensive pop-promotions ever made, was directed by John Landis, the man who also masterminded the cult horror movie *American Werewolf in London.* What (a) was the name of the singing star and what (b) was the music-video called?
3. Who, or what, was Christine, the star of another recent horror film, based on another novel by Stephen King?
4. What was the name of the first of a series of modern classic horror films based around the ghoulish festivities which take place every year on October 31st?

C&VG/PALACE SOFTWARE EVIL DEAD COMPETITION

My answers are:

1.. b)..

2 a)...

3...

4...

Name...

Address..

....

THE TOP TUNES!

At last we can announce the winners of our grand Music Contest launched back in April. Vince Clarke, ex-of *Depeche Mode, Yazoo* and now masterminding *The Assembly,* has listened to your tapes and has decided who will get the Yamaha keyboards!

Many *C&VG* readers sat down at their computers to compose tunes for us — and it was a really tough task to decide on the winners. That's why it's taken so long. Thanks for bearing with us — and thanks go to everyone who entered. There are a lot of talented people out there! Now for the winners:

First prize of a Yamaha CN-1000 keyboard goes to Paul and Stuart Harrison of Calver, Sheffield, second prize of a Yamaha PortaSound PC-100 goes to Mr S. Wykes, of Rushden, Northants and third prize, a Yamaha PortaSound MP-1, will go to Alan Stimpson, of Abingdon, Oxfordshire.

Paul and Stuart's winning tune, called *"Can You Remember"*, was written using *C&VG*'s Spectrum music program. Mr Wykes has a BBC and used it to write his winning tune, *"Tea Tyme"*. Alan wrote his tune, *"Go to the Top"*, on a Vic-20. Congratulations all round and you will be receiving your prizes in due course.

Everyone who entered our contest will be receiving some sort of consolation prize — either a K-tel *It's Only Rock and Roll* game, an amazing *C&VG* tee-shirt or a mystery prize. Thanks again to all who entered. See you on *Top of the Pops* one day!



'DEFEND' OR DIE!
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ELECTRON
Once again Alligata's reputation for fast machine code action and high resolution graphics has combined to create a classic battle spectacular.
Guardian. Programming perfection, enthralling, fast screen scrolling action that will test skill and reflexes to breaking point in a desperate defensive mission against the invading landers. If successful in capturing humanoids from your planet surface and returning them to native outer space, the landers will mutate to take up a direct and deadly pursuit upon your space fighter. But things aren't quite that easy – the flying pods, swarmers, alien bombers and deadly baiters are just as dangerous. We know you don't like to be beaten but we're sure you'll eventually go under.
Loco. Skilfully manoeuvre the six track railway dodging aerial bombardment from planes and airships, avoiding fatal collision with oncoming handcarts aided only by your lethal smoke and steam and a unique split screen feature giving immediate action viewing with a master plan image of impending danger. Son of Blagger. Not many sequels live up to reputation, but in this drama of one, long continuous screen action the antics of Slippery Sid will keep you enthralled for days on end. Contract Bridge. Improve your technique with this sophisticated program where the computer bids and plays the other three hands in a full rubber plus scoring. Aztec Tomb Part II. If you solved the mystery of the South American jungle in part one, the sequel might be just within your grasp. Blagger. Platform programming at its best, 30 nerve racking screens featuring Roger the Dodger and his cat burglaring exploits. Rocket Roger. Walk, run, jump and even jet thrust your way round this single, continuously scrolling screen drama as rocket propelled Roger mines crystal fuel for his stranded mother ship, fighting off hordes of marauding nasties on the way.
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ATARI 64
SENTINEL
Exciting 3-D action! The most realistic point-of-view game you've ever played! Navigate through asteroid belts, destroy enemy ships, track their battle stars through intergallactic minefields. Now can you prevent the enemy capturing your planet?
64
BLUE MAX
Shoot down enemy planes, bomb targets, strafe tanks . . . there's constant action on the incredible 3-D scrolling screen. You must master a series of flying skills and perform them with pinpoint accuracy. One slip and you've lost it all! Happy landings, ace!
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FORT APOCALYPSE
Play this multi-level extravaganza three different ways. Fire on vile enemies, navigate deadly hazards, rescue 18 trapped friends, make your way through treacherous caves! Super graphics, unnerving sounds and constant scrolling screen.
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COMPETITION COMPETITION COMPET

DANGERMOUSE IN DOUBLE TROUBLE!

Oo 'eck! The Mad Baron Silas Greenback is back in business and trying to control the world. Only a really super-agent can stop him. And that's Dangermouse! Elsewhere in this issue of *Computer & Video Games,* you'll find an exclusive review of this brand new DM game. Once you've read it, you'll want to rush out and get your hands on a copy. But if you want one before anyone else — and even better for FREE — why not enter our equally exclusive *Dangermouse in Double Trouble* competition?

We've got copies of both the Spectrum and Commodore versions of the game, thanks to our friends at Creative Sparks, the people behind the game, plus lots of other Dangermouse goodies!





All you have to do is answer the simple secret agent quiz below, fill in the coupon and send if off to *Computer & Video Games*, Dangermouse Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Please mark your envelope with the make of micro you own — Spectrum or Commodore 64.

Once you've answered the questions set by Colonel K, Dangermouse's boss, we'd also like you to think up an original name for a super-villain who might be found giving Dangermouse a hard time in one of his cartoon adventures. That's the mission Colonel K has set you — so now it's all up to you. Good luck!

COLONEL K's QUESTIONS

1) James Bond is possibly just as famous as Dangermouse, although our mega-mouse friend might argue with that. What is Bond's famous code number?

2) The Man from ? was the name of a popular TV spy show. Could you have one of these in the family?

3) Clint Eastwood recently played a super-spy who had to steal a super-jet in a movie that has since been turned into an exciting laservideo arcade game. What was the title of the movie?

Now fill in the coupon and rush it off to us here at *C&VG*. Don't delay — enter today!

C&VG/DANGERMOUSE IN DOUBLE TROUBLE COMPETITION

My answers are:

1: ....

2: ....

3: ....

My name for a Dangermouse villain is: ....

....

Name: ....

Address: ....

....

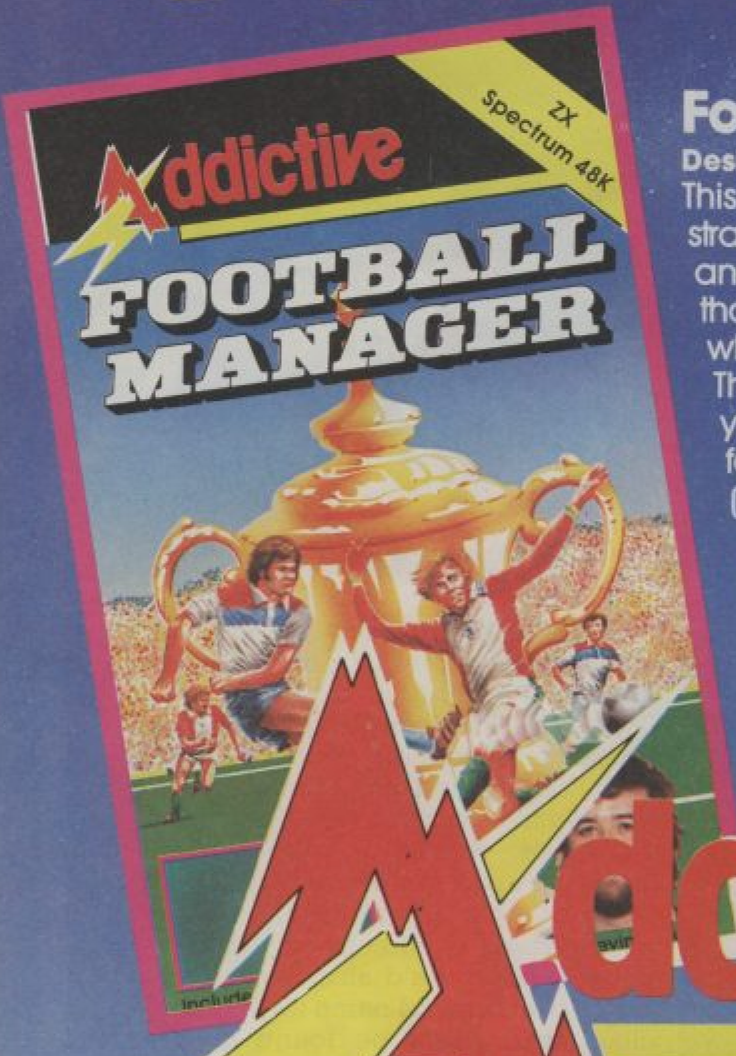
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Computer you own (tick box) Spectrum ☐ CMB 64 ☐

TION COMPETITION COMPETITION CO

The No. 1* Football Game

BBC Model 'B', ZX81 16K, ZX Spectrum 48K



Football Manager

Designed by Kevin Toms

This outstanding game of skill and strategy is now widely available and you can join the many thousands of satisfied customers who have purchased the game. This is no five minute wonder – you will be playing this game for hours over many weeks (we know – our customers tell us!).



Kevin Toms

Some of the features of the game:–

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- ★ Injury problems ★ Full league tables
- ★ Four Divisions ★ Pick your own team for each match
- ★ As many seasons as you like
- ★ Managerial rating
- ★ 7 skill levels
- ★ Save game facility

Addictive

*ZX81 Chart, Home Computing Weekly 16.8.83

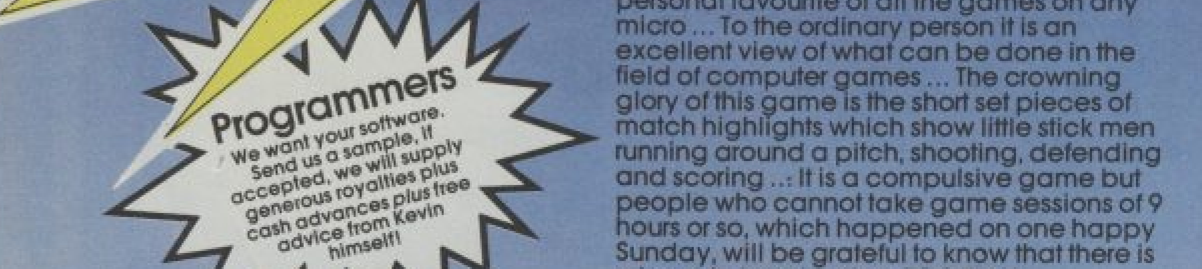
Programmers
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Comments about the game from press and our customers

"FOOTBALL MANAGER is the best game I have yet seen on the Spectrum and my personal favourite of all the games on any micro ... To the ordinary person it is an excellent view of what can be done in the field of computer games ... The crowning glory of this game is the short set pieces of match highlights which show little stick men running around a pitch, shooting, defending and scoring ...: It is a compulsive game but people who cannot take game sessions of 9 hours or so, which happened on one happy Sunday, will be grateful to know that there is a 'save to tape' option. FOOTBALL MANAGER has everything it could ... The originator, Addictive Games, certainly deserve the name." Rating: 19/20 (Practical Computing – August 1983).

"When I first received this game I spent the best part of the weekend playing it. Since then I have returned to it more often than any other. The truly addictive quality of this game is the remarkable way it mirrors the real football manager's problems ... "(Personal Computer Games – Summer 1983)

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Dragon, Oric
and Atmos.



Action from the Spectrum version

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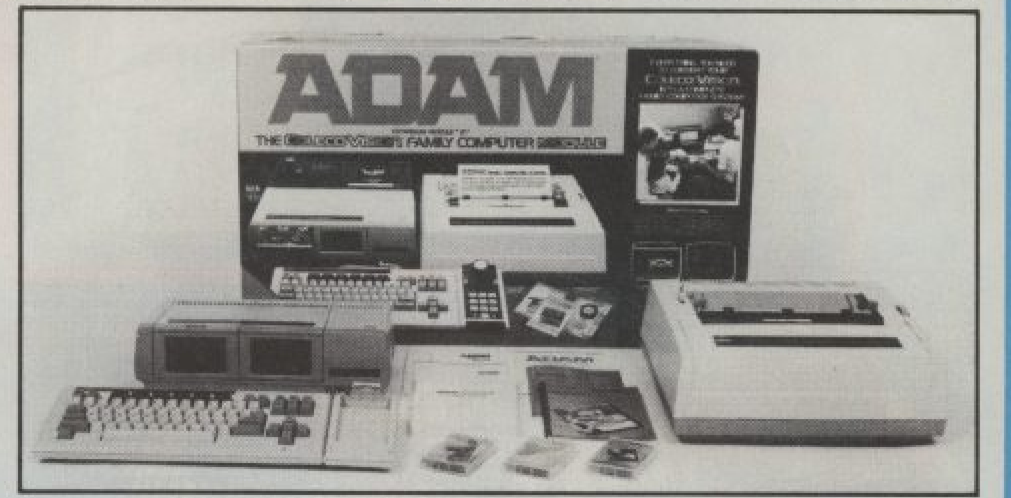
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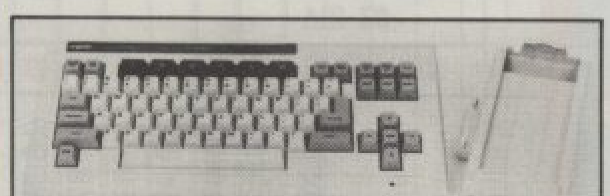
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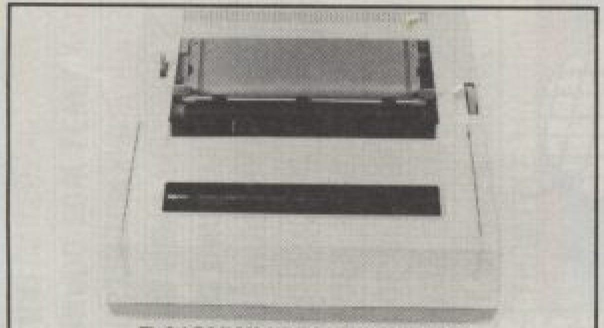
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COLECOVISION GAMES CONSOLE

QUITE SIMPLY - VALUE FOR MONEY!

If you're looking for real value in a computer system, one which can handle anything from serious Word Processing to enhanced Colecovision style video games such as Buck Rogers, look no further. The Coleco Adam is here with a package which will make you wonder if you're dreaming when we tell you about it. A price breakthrough in computer systems, Adam is comprised of an 80K RAM memory console with a built-in 256K digital data drive; a professional quality, stepped and sculptured 75 key full-stroke keyboard; a letter quality daisywheel printer and a full word processing program built into the Console. Two additional pieces of software, Smart BASIC and also 'Buck Rogers - Planet of Zoom' (the ultimate in advanced video games), are included as well as a blank digital data pack. Adam can be used with any domestic colour Television set.*

MEMORY CONSOLE/DATA DRIVE: *The heart of the Adam system is the 40K ROM and 64K RAM memory console which combines with the 32K ROM and 16K RAM in Colecovision to give you a total of 72K ROM (including 24K cartridge ROM) and 80K RAM (expandable to 144K). Built into the memory console is a digital data drive which accepts Adam's digital data packs, a fast and reliable mass storage medium that is capable of storing 256K of information, that's about 250 pages of double spaced text! The console is also designed to accomodate a second optional digital data drive.

FULL STROKE KEYBOARD: The Adam keyboard has been designed as a professional quality keyboard that combines ease of use with an impressive array of features. It is stepped and sculptured for maximum efficiency and has 75 full stroke keys which include 6 colour coded Smart Keys which are redefined for each new application; 10 command keys which are dedicated to the word processing function, and 5 cursor control keys for easy positioning of the cursor at any point on the screen. You can attach a Colecovision controller to the keyboard to function as a numeric keypad for easy data entry. It can also be held like a calculator, a feature which makes working with numbers particularly easy. The joystick part of the hand controller can be used in the same way as the cursor control keys, to move the cursor around the screen.

LETTER QUALITY PRINTER: The SmartWriter letter quality daisywheel printer is a bi-directional 80 column printer which prints at a rate of 120 words per minute. It uses standard interchangeable daisywheels, so a variety of typestyles are available. The printer has a 9.5 inch wide carriage for either single sheets or continuous fan fold paper and uses standard carbon ribbons. It is comparable to many printers which cost as much as the total Adam package. The printer can be used either with the Adam's SmartWriter word processing program or as a stand alone electronic typewriter.

BUILT-IN WORD PROCESSOR: Adam comes with SmartWriter word processing built-in. This program is so easy to use that you only have to turn the power on and the word processor is on line and ready to go. Detailed instruction books are not necessary as the Computer guides you step by step, working from a series of Menu commands. It enables you to type in text, then completely edit or revise it with the touch of a few keys. Changes are readily made and a series of queries from the computer confirm your intentions, so that you can continuously double check your work as you type.

COMPATIBILITY WITH COLECOVISION: By using high speed interactive microprocessors in each of the modules, the Coleco Adam is designed to take additional advantage of both the 32K ROM and 16K RAM memory capability in the Colecovision. If you do not already own a Colecovision Console (£99 inc VAT), then you will need to purchase this when you initially purchase your Adam Computer package (£499 inc VAT), making a total purchase price of (£598 inc VAT).

WHAT IS COLECOVISION: Colecovision is one of the worlds most powerful video game systems, capable of displaying arcade quality colour graphics of incredible quality on a standard Colour TV set. The console (see picture bottom left) accepts 24K ROM cartridges such as Turbo and Zaxxon and is supplied with the popular Donkey Kong cartridge and a pair of joystick controllers. Colecovision has a range of licenced arcade hits available such as: Gorf, Carnival, Cosmic Avenger, Mouse Trap, Ladybug, Venture, Smurf, Pepper II, Space Panic, Looping, Space Fury, Mr Do, Time Pilot, Wizard of Wor and many others. So there you have it, Adam plus Colecovision the unbeatable combination. Send the coupon below for your FREE copy of our 12 page Colour brochure giving details on the complete Adam system.

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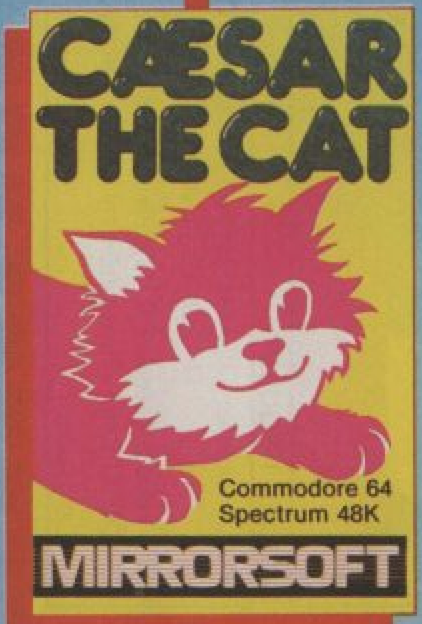
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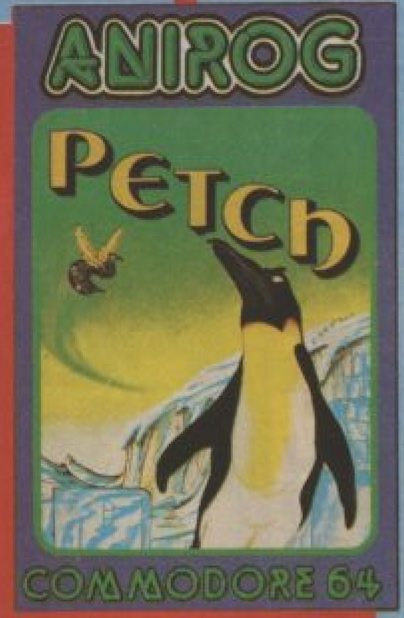
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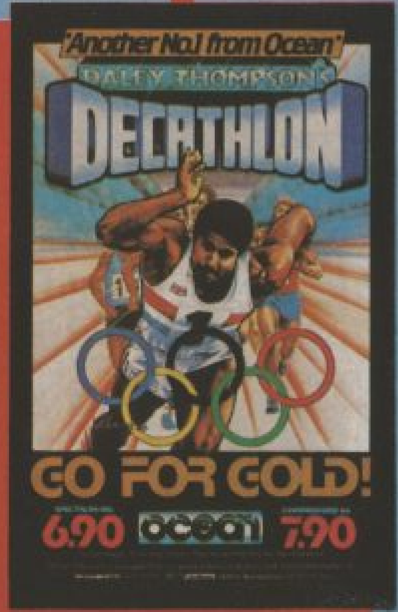
DAILY Mirror / COMPUTER & VIDEO GAMES

SOFTWARE TOP 30



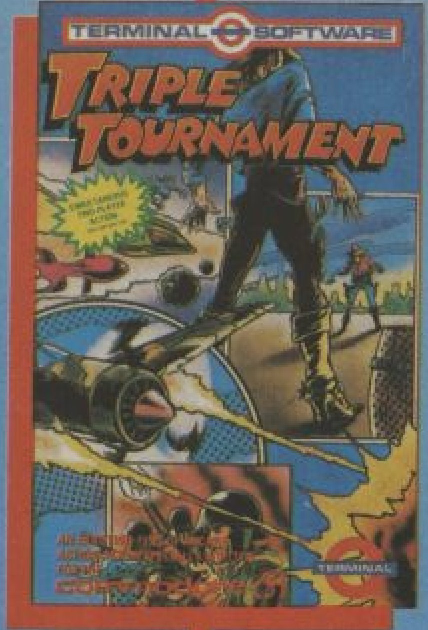


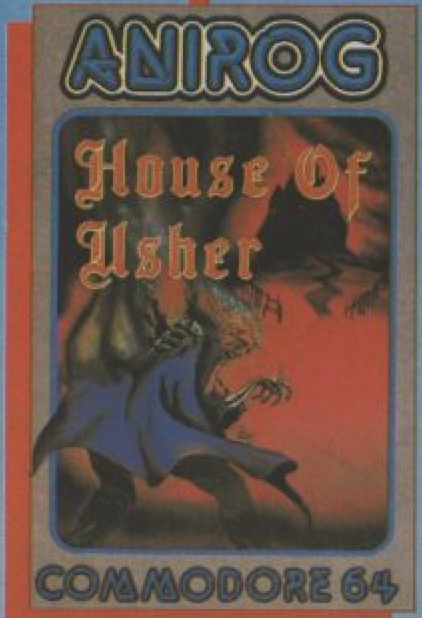




THIS WEEK	LAST WEEK	WEEKS IN CHART	TITLE	Publisher	Computer	SPECTRUM	VIC 20	CMMDRE 64	ELECTRON	ATARI	DRAGON	ORIC	BBC	OTHER
1	2	3	SABRE WULF	ULTIMATE	(Spectrum)	●								
2	1	9	JET SET WILLY	SOFTWARE PROJECTS	(Spectrum)	●								
3	3	4	BEACH HEAD	ACCESS/U.S. GOLD	(Commodore 64)			●						
4	8	4	MUGSY	MELBOURNE HOUSE	(Spectrum)	●								
5	9	2	TORNADO LOW LEVEL	VORTEX	(Spectrum)	●								
6	11	2	VALHALLA	LEGEND	(Commodore 64)	●		●						
7	4	5	PSYTRON	BEYOND	(Spectrum)	●								
8	6	10	FIGHTER PILOT	DIGITAL INTEGRATION	(Spectrum)	●								
9	5	7	TRASHMAN	NEW GENERATION	(Spectrum)	●		●						
10	16	2	AZTEC CHALLENGE	COSMI/U.S. GOLD	(Commodore 64)			●		●				

8	6	10	FIGHTER PILOT DIGITAL INTEGRATION	(Spectrum)	●								
9	5	7	TRASHMAN NEW GENERATION	(Spectrum)	●		●						
10	16	2	AZTEC CHALLENGE COSMI/U.S. GOLD	(Commodore 64)			●		●				
11	—	1	ARABIAN NIGHTS INTERCEPTOR	(Commodore 64)			●						
12	15	10	ATIC ATAC ULTIMATE	(Spectrum)	●								
13	27	9	MANIC MINER BUG-BYTE/SOFTWARE PROJECTS	(Spectrum)	●		●						
14	10	8	CODE NAME MAT MICROMEGA	(Spectrum)	●								
15	19	9	BLUE THUNDER R. WILCOX	(Spectrum)	●		●						
16	—	1	GUARDIAN ALLIGATA	(Electron)			●	●					
17	14	3	LORDS OF MIDNIGHT BEYOND	(Spectrum)	●								
18	7	4	JACK & THE BEANSTALK THOR	(Spectrum)	●								
19	23	5	INTERNATIONAL SOCCER COMMODORE	(Commodore 64)			●						
20	29	3	BLAGGER ALLIGATA	(Commodore 64)			●	●				●	
21	12	5	SON OF BLAGGER ALLIGATA	(Commodore 64)			●						
22	—	1	CAVELON OCEAN	(Spectrum)	●		●						
23	13	9	NIGHT GUNNER DIGITAL INTEGRATION	(Spectrum)	●								
24	—	1	FULL THROTTLE MICROMEGA	(Spectrum)	●								
25	—	1	VEGAS JACKPOT MASTERTRONIC	(Vic 20)		●							
26	17	4	FLIGHT PATH 737 ANIROG	(Commodore 64)			●						
27	—	1	WAR OF THE WORLDS C.R.L.	(Spectrum)	●	●							
28	—	1	ENCOUNTER NOVAGEN	(Atari)					●				
29	—	1	WORLD CUP FOOTBALL ARTIC	(Spectrum)	●								
30=	—	1	LOCO ALLIGATA	(Commodore 64)			●						
30=	—	1	ALCHEMIST IMAGINE	(Spectrum)	●								



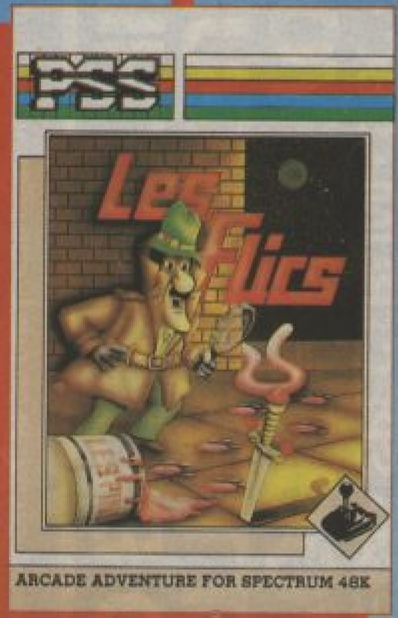




Look out for the brand new 'Top 10' in the Saturday edition of the DAILY MIRROR, every fortnight.
Plus the complete 'Top 30' in Computer & Video Games at your newsagent on the 16th of every month.
Information compiled by N.O.P. Market Research Ltd.







COMMODORE 64 • SPECTRUM • BBC • ORIC • DRAGON • TANDY

IF YOU THINK YOU'VE GOT THE BETTER OF YOUR COMPUTER, YOU'D BETTER THINK AGAIN....

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Take on Warmaster and really put your home computer through its paces.



CONFRONTATION
Build-on game that offers a basic format for any modern, non-nuclear conflict. Contains a modern European scenario with facility to create others of your choice using air and land forces.
Two-player game.

Spectrum 48K	£7.95
BBC-B	£7.95

RED BARON
Offers the excitement of arcade action but requires the tactical thought of war games. Pit your biplane against one or two of the Kaiser's aces in this aerial combat game.

Spectrum 48K	£5.95

DREADNOUGHTS
Suspense-filled high seas drama as the pride of the German Grand Fleet is locked in battle with the Royal Navy.
Two-player game.

Spectrum 48K	£5.95

PARAS
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BBC-B	£6.95
Spectrum 48K	£5.95
Oric 1 48K (coming soon)	£6.95

JOHNNY REB
There's still plenty of fight left in the Confederate South as each side selects forces to manoeuvre on a full-graphics battlefield. Play against the computer or challenge a friend.

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Oric 1 48K	£6.95
BBC-B	£6.95
Dragon 32/Tandy Colour 32K	£6.95
Commodore 64 (coming soon)	£6.95



BATTLEZONE 2000
Futuristic wargame. Your tanks, missile launchers, infantry etc. have to destroy an all powerful computer-controlled battle machine. Can you save Planet Earth?

BBC-B	£6.95

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	Oric 1 48K (coming soon)	£6.95	☐
Johnny Reb	Spectrum 48K	£5.50	☐
	Oric 1 48K	£6.95	☐
	BBC-B	£6.95	☐
	Dragon 32/Tandy Colour 32K	£6.95	☐
	Commodore 64 (coming soon)	£6.95	☐
Dreadnoughts	Spectrum 48K	£5.95	☐
Battlezone 2000	BBC-B	£6.95	☐

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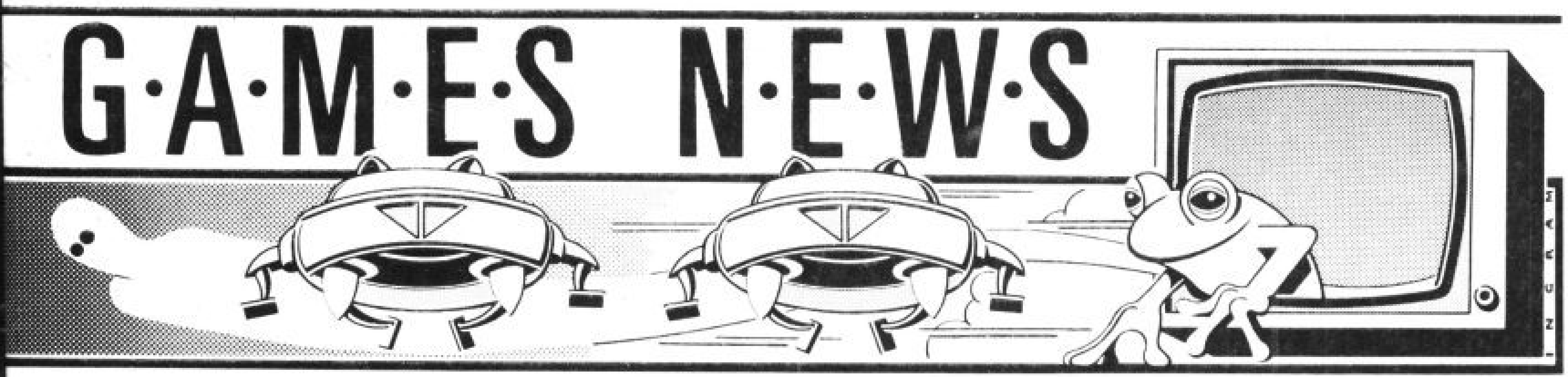
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THUNDERBIRD IS GO!

THUNDERBIRD

Flight simulation fanatics are going to have a lot more flying time under their belts with the launch of a new game based on a modern helicopter gunship. *Thunderbird* is the third of Digital Intergration's flight simulation programs, and it follows in the wake of Digital's phenomenally successful *Fighter Pilot* and *Night Gunner* games.

Flying a helicopter is much more difficult than a conventional light aircraft and *Thunderbird* is a considerably more complex game to play. But the game does include a feature which allows you to take on as much or as little of the actual flying of the chopper as you like.

The program is not a version of *Fort Apache* but a realistic simulation of flying an actual helicopter. But shoot-'em-up fans won't be disappointed either as the game includes some spectacular ground attack sequences.

Digital's next promised release has its feet, or should I say its wheels, firmly on the ground. *Motor Racer* is, as the name suggests, a motor bike racing game. The game pits you against 40 other racers around any of the top European race tracks including Silverstone and the Isle of Man TT race circuit.

Prices for the two games have yet to be announced but both games should be on sale in eary August for the 48k Spectrum.

WILL DALEY WIN!

DALEY THOMPSON'S DECATHLON

Ocean Software has signed up top athlete Daley Thompson, to help promote their new decathlon game.

The British Amateur Athletics Board will receive royalties from the game, which will retail at £7.90 for the Commodore and £6.90 for the Spectrum version.

The game, launched to coincide with the start of the Los Angeles Olympics, simulates the ten decathlon events including the 100 metre sprint, long jump, pole vault, javelin throw, discus throw and shot putt.

Each player has to qualify by taking an "energy test" — and the computer will decide if he or she is fit to compete. A speech synthesiser gives vocal scores and a voice intones "On your marks, get set, GO."

The roar of the crowd urges competitors forward and a multiple scrolling action creates a realistic 3D effect as the field opens up before them.

Daley Thompson, who admits to enjoying arcade games, tried out Ocean's new game before he left for Los Angeles. Sweat broke out across his brow as he recreated the 100 metre sprint. "I'll have to run faster than that," he cried.

***Daley Thompson's Decathlon* will be competing for honours against several other "Olympic" games — such as Activision's computer versions of their *Decathlon* game, Automata's *Olympimania* and Quicksilva's *Games 84*.**

FRONT RUNNER FOR K-TEL

K-TEL

K-tel, the record people who started out in the games software business earlier this year with titles like *It's Only Rock 'n Roll* and *Odyssey* for the Spectrum and Commodore 64, are planning a change of image for the autumn.

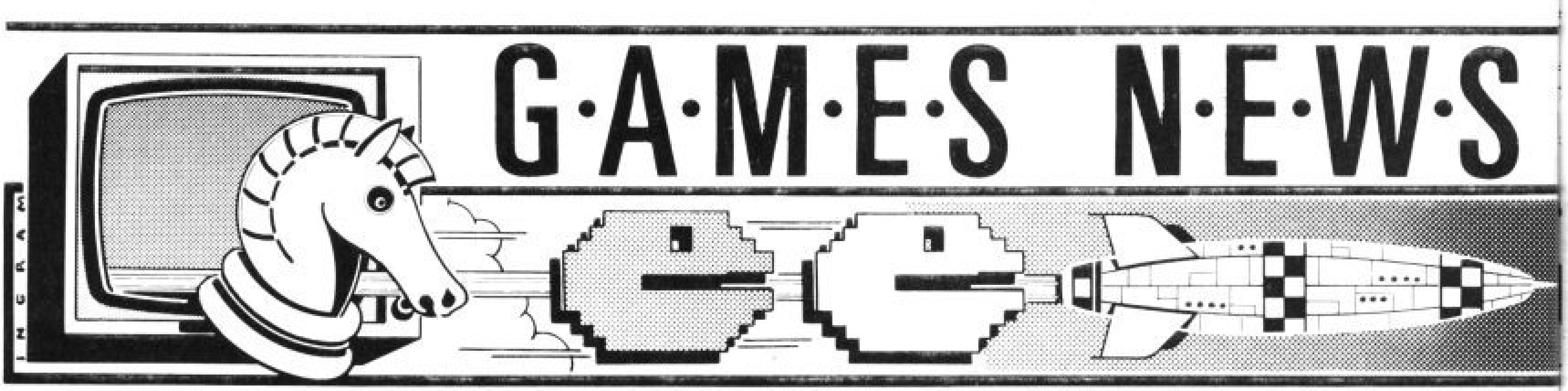
New titles will come out under the new company name of Front Runner.

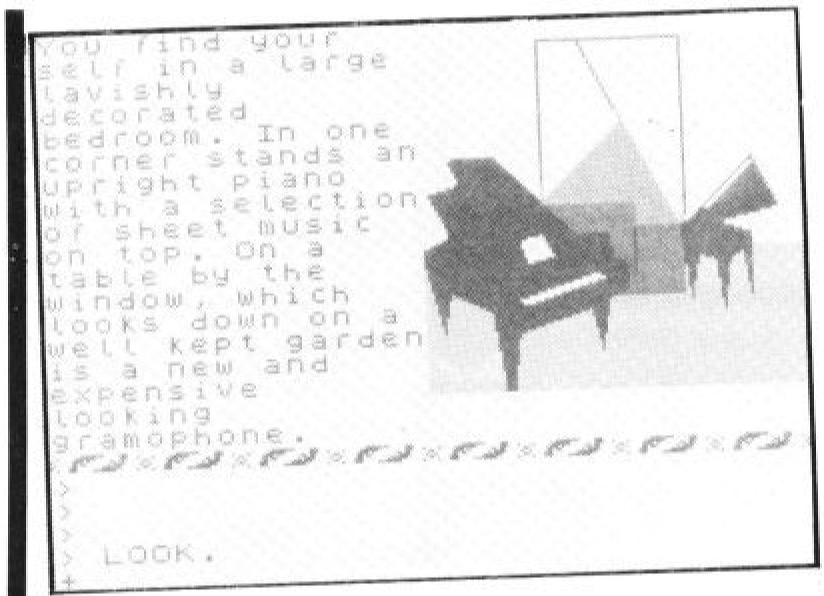
First launch, in September, will be a multi-screen arcade action adventure called *Storm Warrior*.

***Computer & Video Games* had a sneak preview of this yet unfinished game for the Commodore 64 — and we reckon it looks very promising.**

You play the part of the Storm Warrior on a mysterious quest which takes him to an equally mysterious land where barbarians and other nasties lurk. The game involves several different levels.

Other games will be ready in time for a September release. Watch this space for up to date information!





TALES OF TOLKIEN

LORD OF THE RINGS

Followers of the *Lord of the Rings* can look forward to playing the classic fantasy book by J.R.R. Tolkien as a computer Adventure game if an agreement can be struck between the publishers George Allen and Unwin and Melbourne House — creators of *The Hobbit*.

The Tolkien trilogy transported the reader to a magical world of dwarves, elves, wizards and evil forces in conflict with the spirit of good. The game will resemble the book closely — even coming in three parts.

Melbourne House's top programmer — Philip Mitchell of *Hobbit, Mugsy* and *Sherlock Holmes* fame — will program the game. "As soon as I get the go-ahead, I will start work," he told *C&VG*.

Melbourne House are keeping tight-lipped about *Lord of the Rings* until they have signed the deal with Allen and Unwin.

Publicity Manager, Paula Byrne would say only: "We have an option to the rights to *Lord of the Rings* which we are pursuing".

The game is not likely to find its way onto the shelves for some time to come — perhaps not even until 1986.

Sherlock Holmes and *The Hobbit* both took over a year to program — so it seems unlikely that *Lord of the Rings* will take less.

While waiting for *Lord of the Rings*, Melbourne House are hoping to keep the Adventure market well serviced with their *Sherlock Holmes* game which is now finished and will be launched next month at the PCW show.

The screen shot above is from the beginning of the game. Philip Mitchell was giving nothing away about *Sherlock* when we spoke to him: "It's a really challenging Adventure which nobody is going to beat in a hurry".

THE END OF THE ROAD

IMAGINE

Imagine Software, the Liverpool games giant and the largest company in the software industry, has gone bust.

The company had grown from only two members to a firm employing over 160 in less than a year. It was almost certainly this huge expansion which overstretched what was undoubtedly one of the most talented and exciting software houses in the country.

The future of their much publicised "mega-games", *Bandersnatch* and *Psyclapse*, seems uncertain at the moment but a company closely linked with Imagine, Finchspeed, is the most likely candidate to pick up the pieces.

Happily, all the current range of Imagine games is still available in the shops. Another software house, Beau Jolly, has taken over all of Imagine's remaining stock of games and is planning to launch titles like *BC Bill* and *Ah Diddums* for the Commodore 64 which Imagine had planned to release over the next few months.

Beau Jolly is also planning to introduce "valuepacks", a compilation of four or five Imagine titles at reduced prices.

Information on new Imagine titles to be released from Beau Jolly can be obtained on 567-9710.

THE BEEB JOINS THE JET SET!

JET PAC

Those games wizards at Ultimate have recently been turning their expert programming hands to the BBC micro.

Their top selling Spectrum game, *Jet Pac*, is shortly to make its debut for the BBC.

The idea of the game is to collect the three parts of a space ship that are dotted at random around the screen.

Once you have built your space ship, you must collect enough fuel capsules to enable you to blast off to the next planet.

Armed with a laser gun and a power pack on his back, Jet Man has to avoid or shoot the nasties as he builds his ship.

The Beeb version is in the shops now at £7.95.

Ultimate are still not saying if they intend to launch Commodore 64 versions of *Jet Pac* and their other successful titles.

NEW GAMES — IN A FLASH!

WHITE LIGHTNING

White Lightning struck the *C&VG* logo and produced this stunning mirror image on our Spectrum.

The boys at Oasis were so convinced that their *White Lightning* games-writing language was the best gamers' utility around that they decided to program a demonstration tape to prove it.

White Lightning is a Forth-based, games-writing language with over 80 commands and 255 sprites and is capable of generating software of professional quality.

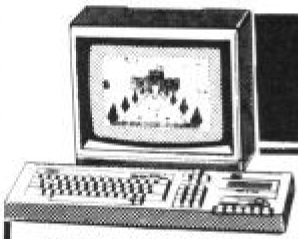


Oasis are prepared to market any games that are written using *White Lightning* that are up to a high enough standard.

As well as the programming language itself, the system also contains an easy to use sprite designer which you can use to design your own animated characters.

White Lightning is available now from Oasis Software of Weston-super-Mare at £14.95. It runs on the 48k Spectrum.

Kuma



AMSTRAD

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TATUNG Einstein

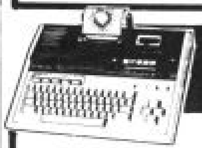


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EPSON PX-8



ZEN Editor/Assembler/Disassembler

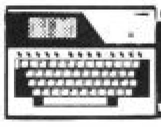
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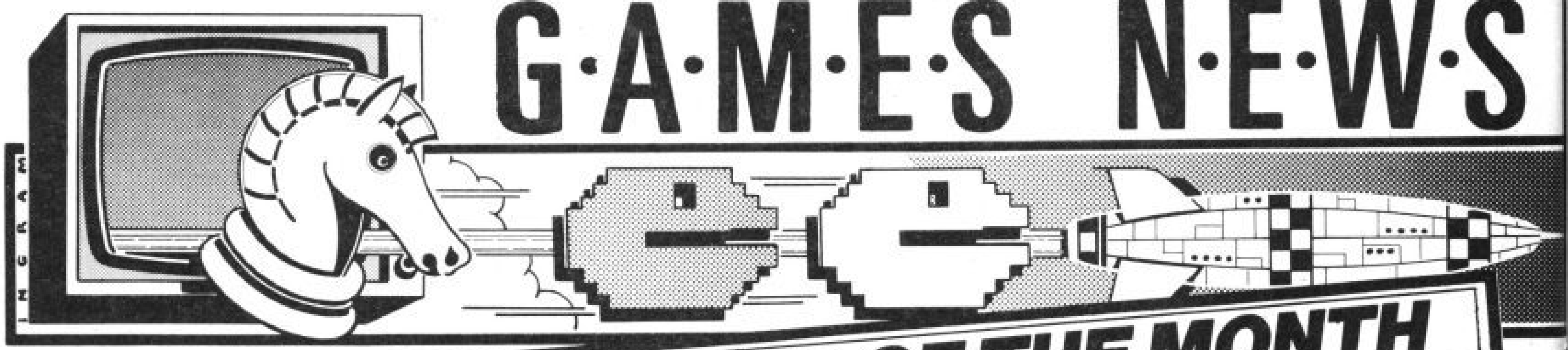
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G·A·M·E·S N·E·W·S



MILITARY MANOEUVRES

BISMARK

Following the success of their strategy war game, *Fall of Rome,* Argus Software has launched three new games in the same vein.

***Invasion* is a tactical military war game set against a background of rising tension in Europe, between Nato and the Red Army.**

The second game, *Planetfall,* is also a strategy game but places you in the seat of a pilot of an interplanetary space juggernaut, bringing raw materials from far flung planets to help build new Earth colonies.

The last game is based on the infamous German warship, the *Bismark.* You have to take on the rôle of the Commander of a fleet of British warships. Your job is to track down the *Bismark* an.. destroy her before she reaches the north Atlantic and causes havoc among the convoy routes to the USA.

All the games are available from Argus Press Software. They run on most of the popular home micros and cost £6.99 each.

DESIGNER OF THE MONTH

NAME: Martin Harris.

GAMES: Dangermouse.

BORN: Richmond, Yorkshire, 1956.



No prizes for guessing what Martin Harris's favourite TV programme is. Sure enough, it's Dangermouse — which is also the name of his latest computer game for the Spectrum and 64.

You play the part of the super rodent who has to foil the evil Silas Greenback's plot to take over the world by cloning Dangermouse robots at his secret plant in the Peruvian jungle.

"My first computer experience was at university where I took a degree in Computer Science. After that I was at ICL working on test programs for mainframes."

"*Dangermouse* is the result of eight months' work. We started last December putting together ideas and some of the graphics. It's taken till now to get the program just right".

Favourite Food: McDonalds burgers — but not their chips — and Marmite butties.
Favourite Drink: Water.
Most Watched TV Programme: Dangermouse.
Favourite Computer Programme: *Cyrus II Chess* by Intelligent Software
Countries visited: France, Spain, Switzerland, Ireland.
Ambitions: "I'd like to run a marathon in less than two and a half hours."
Hobbies: Running.
Favourite Musicians: "I'm not into pop music. I like Mahler."
Worst Game I've Every Played: "There's so many I would feel guilty mentioning any one — I don't like noughts and crosses. The thing about computing that most makes me want to throw up — business and commercial applications — Cobo programming."

TESTING TIME FOR CRICKET FANS

TEST MATCH

WH Smith and CRL are teaming up to launch a competition based on CRL's new game for the BBC and Electron — *Test Match.*

The competition involves answering six questions correctly and suggesting a suitable application or use for a home computer apart from playing games on it . . . a door stop, perhaps?

The entries will be judged by a panel consisting of representatives from Computer Rentals Limited and W H Smith and journalists from several computer magazines.

The two winners will each receive a cricket bat signed by the England and West Indies cricket teams.

All the questions in the competition have been set by Chris Rhys, the man responsible for testing well known personalitys' knowledge of sport on the TV programme, *Question of Sport.*

***Test Match* is available from most branches of WH Smith and runs on the BBC and Electron computers. It costs £7.95.**

ATTENTION ALL SHIPPING!

BEACH-HEAD

Beach-head, voted the best computer game in America for sound and graphics by readers of the prestigious *Billboard* magazine, is almost ready for the 48k Spectrum.

Centresoft, the British company which has been importing *Beach-head* — produced by Access Software for the Atari and Commodore computers — is having a Spectrum version specially written in Birmingham by a British programmer.

The original games were first released in this country to coincide with the anniversary of D-Day.

The first phase of the game requires you to navigate a fleet of ships through a harbour entrance. There are two routes. The first takes you directly into the harbour. The alternative route is much more dangerous and you run the risk of running your ships onto the rocks.

Other levels include an attack on your ships by air and sea. If you manage to reach the beach, you face a tank ride through a minefield and across open country before you reach your destination — the huge gun battery which you must destroy if your troops are to continue on their march to liberate Europe.

Gremlin Graphics
buy these games at your peril!

Two new games to drive you as potty as Percy, as mad as Monty packing in as much excitement and nerve racking tension as anything you can buy. The first launch from a new company whose design team have already shown themselves to be masters of games planning, graphic and sound effects.

Tony Crowther

One of today's brightest and most successful games developers, author of such outstanding hits as Loco, Blagger and Son of Blagger. A "Crowther Classic" is not just a game but an enthralling opportunity to challenge one of the liveliest minds in modem games computing circles.

Peter Harrap

A sparkling new approach from a fresh face to Spectrum programming. His Monty Mole has created outstanding interest and received fine reviews from games "buffs", national press, radio and television.



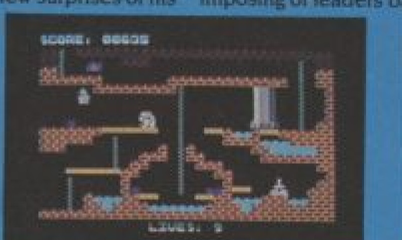
Percy the Potty Pigeon – Make a suicide journey with our fluffy little friend Percy in his desperate attempts to build himself a cosy little home. Plunging to near certain destruction this crazy little bird has to pluck ten nest building twigs from the path of onrushing traffic, frantically avoiding the unwelcome attentions of a pigeon eating cat and starving ferret. Once off the tarmac the danger doesn't end as Percy carefully avoids the kamikaze planes, balloons and twig snatching sparrows before he can complete his nest and move to next level. But don't be totally disheartened our loveable little character has a few surprises of his own in the shape of revolting explosive eggs.

Wanted Monty Mole – Facing a long cold winter Monty Mole makes a daring, coal snatching raid to his local South Yorkshire pit. Grabbing a miner's bucket he heads into the darkness on his illicit escapade, soon to realise that the flu may have been a better choice. Alas there's no turning back. Onward to do battle with flying pickets, mammal eating fish, trundling coal crushers, roaming coal drills, filling his bucket dodging the disappearing floor. With his bucket filled, Monty makes his escape only to surface in Arthur's castle with this most imposing of leaders barring his way seated on his graphite throne. Cleverly seizing his only chance of toppling the great man, Monty collects the secret ballot papers and vote casting scroll. But Arthur's no fool when it comes to the heavy stuff and his personal bodyguard of super fit pickets and deadly flying hairsprays put up an almighty struggle with our valiant Mole.

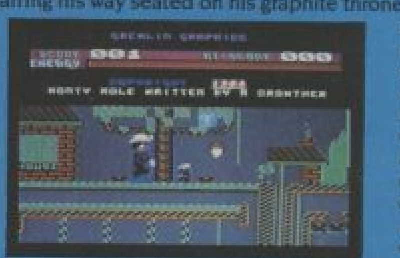
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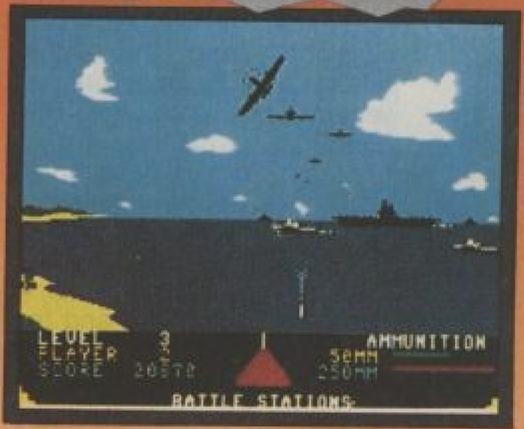
TOP FIFTY

THIS WEEK	LAST WEEK	WEEKS IN CHART	TITLE/PUBLISHER	SPEC'M	MICRO
1	10	2	**Beachead** *Access/US Gold*		
2	35	2	**Mugsy** *Melbourne House*		
3			**Sabre Wulf** *Ultimate*	●	
4	2	6	**Psytron** *Beyond*	●	

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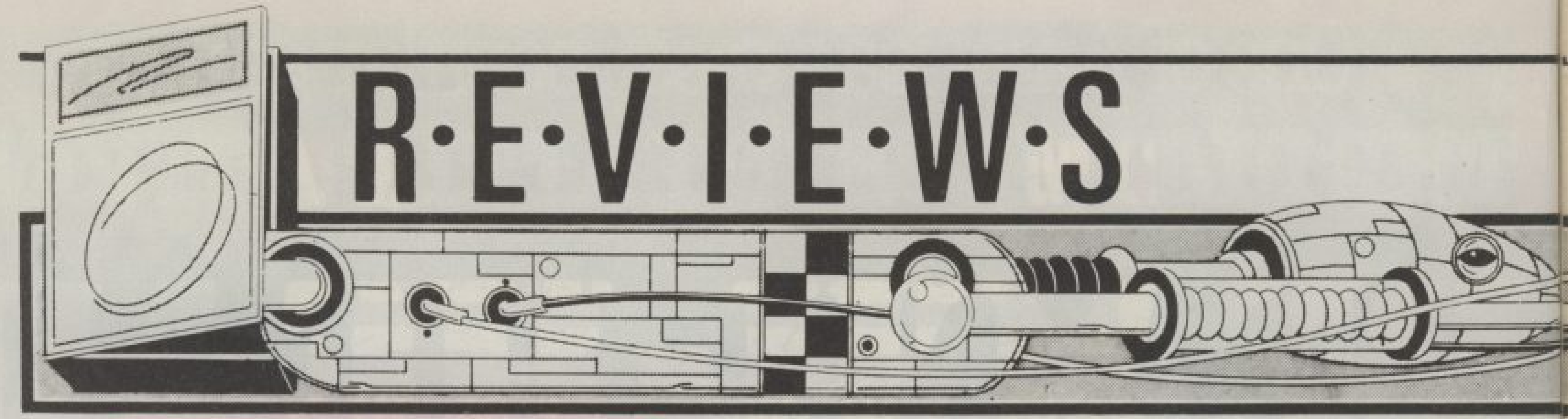
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1 MATCH POINT

MACHINE: Spectrum
SUPPLIER: Psion
PRICE: £6.95
(Sinclair/Kempston joystick compatible)

By the time you read this, the Wimbledon fortnight will be over. But if the sight of those tennis champs has inspired you to take up this noble sport, why not have a few practice sessions using this latest release from Psion before you venture out onto the real court?

Match Point is destined to become a sports simulation, bound for the high reaches of the *C&VG* Top 30. The graphics, although fairly simple, are excellent and the program extremely well designed.

There are several game options, including exhibition level and to Wimbledon quarter final status. At the start of each game, you can select which of the many options you want to play from the well presented and easy to understand menu screen.

The court is presented in 3D perspective style. The players are represented by fairly simple black graphic figures — but their movement is smooth and realistic. The movement as each player serves is a programming gem — smooth and accurate.

At the back of the court is a Wimbledon style scoreboard, complete with player names which you can input at the start of each game.

Scoring is exactly the same as the real game, complete with tie-breaks. Captions at the bottom of the screen provide further information on the game as you play. For example, the message "First Service" comes up if you fluff a serve, or the message "Out" if you go too wild. And there's no arguing with this umpire!

You can play the computer or a human opponent over 3-5 sets, again just like the real game.

I played using the Spectrum keyboard — but a joystick would be a real asset. You just can't move your fingers fast enough when going for that crucial winning point!

Having said that, there is the facility to redefine the keys should you want to try out another configuration.

Overall, *Match Point* is an extremely well presented and executed piece of software which ensures Psion's reputation as a purveyor of good quality games.

One minor criticism — when playing for the first time, I thought there were two balls in play, until I realised that one ball was in fact a shadow on the floor of the court as the real ball bounced around between the players. A little confusing, but not enough to stop this becoming a top seller!

• **Getting started**	**8**
• **Graphics**	**8**
• **Value**	**8**
• **Playability**	**8**

2 ZETA 7

MACHINE: CBM 64/ joystick only
SUPPLIER: Mogul
PRICE: £7.95

Mogul Software are claiming a "unique first" in the shape of their new release for the 64 called *Zeta 7*. The company say they have acquired the rights to the computer game before it makes its debut in US arcades. The man behind *Zeta 7* is Mike Wacker who was also responsible for *Fire Ant* and *Annihilator*.

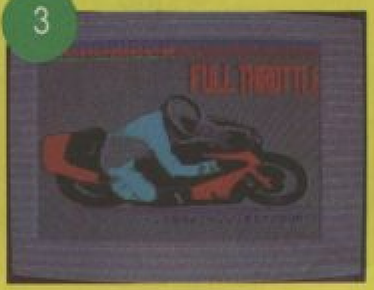
The version for the 64 will be available in August — the arcade version won't be around until the autumn. The game asks you to protect a Zeta class defence sphere, which looks suspiciously like the Death Star from the *Star Wars* epics. Armed only with a solar powered Positron Accelerator, an orbiting defence pod, you must fight off wave after wave of 'orrible aliens.

You can rotate the pod using your joystick but, after you've managed to destroy a squadron of alien fighters, your automatic sensors take over and lock on to the next wave of attackers.

The alien ships fire high energy plasma bolts at your pod. You can only take so much damage before you have to get out — so you have to keep an eye on the status reports at the bottom of the screen. These give you an idea of the status of the pod — whether it's about to blow up or not — and the status of the Zeta base. As well as attacking your base, the fighters also attack the Zeta base. You could lose the game because you have failed to defend it properly!

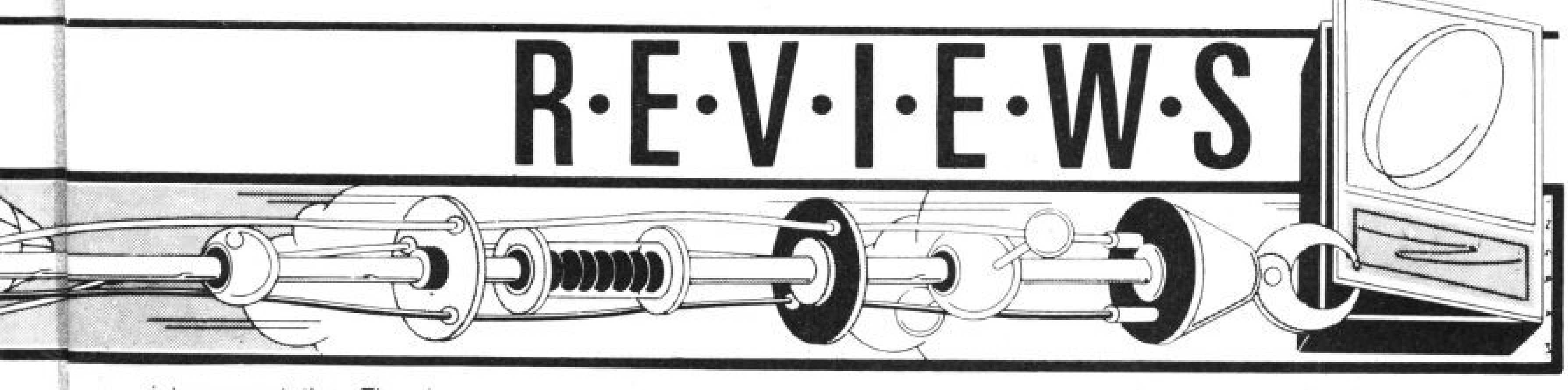
Zeta 7 looks very pretty. The graphics are great and the sound effects are good too. However, when you come down to it, *Zeta 7* is a pretty basic shoot-'em-up, which is a real shame as the programmer has put a lot of effort











into presentation. There's an animated intro screen showing the alien ships taking off to attack the Zeta base, a demo mode and comprehensive instructions.

But all you have to do once you press the start button is blast away at the aliens and, after a while, I found that a bill dull — despite the fact that varying numbers of alien ships come at you as you go through the game.

The destruction sequence of the *Zeta 7* base when you fail to defend it properly is really nice too. But great graphics don't make a playable game.

It's a game you can never win. Eventually those aliens will wipe you out come what may. So I'd like to see either a few bonus points for staying alive for a set period of time or perhaps another screen for these gamesters who manage to fight off the alien attackers.

Zeta 7 is well worth taking a look at if you have a 64 — but I don't reckon it has that all-important lasting appeal.

• **Getting started**	8
• **Graphics**	8
• **Value**	6
• **Playability**	5

3 FULL THROTTLE

MACHINE: Spectrum
SUPPLIER: Micromega
PRICE: £6.95

If you've ever felt the surge of power and the wind in your face as a big bike rushes past the one hundred mile an hour mark, then you could only feel disappointment when you compare the experience with riding a bike in a computer simulation.

In truth, the same has to be true of all simulations. Who, for example, would rather score the winner at Wembley in a computer game than to do it in real life? No contest.

But this does not mean that simulations are not fun and it also means that comparing sim-games to the real thing is no way of judging them.

This is true of Micromega's latest game — *Full Throttle*. The graphics are not the most amazing thing since sliced bread and it's ridiculous to say you really feel like you're racing against Barry Sheene at Silverstone. What you can quite honestly say about this game, though, is that it is fun.

This has been achieved by making the game a real race. The aim is simply to win. You are one rider in a field of 40. When the bikes roar off at the start, you may manage to accelerate into 38th or 37th position, but from then until you see the chequered flag, it's a case of dodging, acclerating, cutting in at the bends and staying on the road if you want to work your way up the field.

Full Throttle borrows a nice touch from Psion's *Chequered Flag* in that you are allowed to choose any one of ten tracks.

If you are getting a race game for your Spectrum, I would recommend this one. Although the graphics are inferior to Psion's *Chequered Flag* and Atarisoft's *Pole Position*, it's a much better game to play.

• **Getting started**	8
• **Graphics**	6
• **Value**	8
• **Playability**	9

4 STAR WARS

MACHINE: CBM 64/with joystick
SUPPLIER: Parker Brothers
PRICE: £30.00

Star Wars is an all-time arcade classic and I for one have been waiting for some enterprising company to come up with the computer version. Well, it's here in cartridge form from Parker Brothers.

Star Wars: The Arcade Game features three screens from the arcade version. You get the initial space battle with the Empire's fearsome Tie Fighters, the race across the Death Star's surface, blasting the laser defence towers on the way, and finally the hectic dash along the Star's "trench" dodging between deadly fireballs and suspended catwalks to reach the main reactor port. Here you get just once chance to drop your proton torpedo to destroy the Death Star entirely.

I was surprised that the graphics on the 64 version weren't a little better. Parker Brothers have made a good attempt at reproducing the red and blue arcade vector graphics. But it just didn't quite have the feel of the original.

The Tie Fighters in the first screen are quite crudely drawn and you don't seem to get much impression of distance as the fireballs come streaking through space at you. I found it hard to tell just how far away these missiles were at times, which made it difficult to judge when to blast the fireballs or concentrate on the fighters!

Things get better when you swoop down low over the Death Star, shooting up those laser towers. This version doesn't have the satisfying vector graphic explosions of the arcade machine when you hit the towers. And you still have the same trouble judging the distance of those fireballs, which come at you once again.

Your X-Wing Fighter is protected by nine force shields — lose them and the game is over. I found it annoying to lose so many in the first screen because of those irritatingly difficult fireballs and only be left with a couple to deal with the rest of the conflict! But then that's my problem.

I also found it fairly difficult to position my laser sights exactly where I wanted them to be — especially in the fast and furious opening screen. Your laser fire comes from the side mounted cannon on your fighter and converges on the area where your sight is aimed by the way.

I must admit to being a little disappointed with this offering from Parker Brothers, especially after seeing their version of *Gyruss* (reviewed last issue) which is a real winner. The cartridge comes with a comprehensive manual which details the different game options and points scoring.

Parker Brothers have made a brave attempt to bring all the excitement of the arcade classic to the small screen — and I guess that if you can't have the real thing at home, then you should take a look at this version and make up your own minds. It's one of those games!

• **Getting started**	8
• **Graphics**	7
• **Value**	5
• **Playability**	7

5 DUELLIN' DROID

MACHINE: Atari 400/800 and XL
SUPPLIER: English Software
PRICE: £9.95

Your family has once again been caught by the droids and it is up to you to rescue them.

Given the very non-droid like name of Julian, you are the duelling droid and must find the members of your family who are suffering at the hands of the evil monsters on the planet Zennor.

There are 99 different levels and each is a separate screen.

Once the game has loaded, you start on the first screen. At the top, your score and the number of lives is displayed. A high score feature is also built in so that you can try to beat your record.

The line at the bottom of the screen tells you which wave you are on. There are various objects on the screen at one time, some of which move and some which don't.

The basic idea is to shoot the aliens and try to find the members of your family.



Getting started: This not only covers how easy it is to load the game, but also how good the instructions on the cassette inlay are. A low mark means the game takes ages to load and the manufacturer hasn't bothered to tell you just what that fuzzy green thing in the corner of the screen is!

These are human-like figures, which waddle innocently round the screen looking as though they need rescuing. You simply have to walk in to them to gain the extra points and their eternal gratitude.

The droids are not so friendly. Contact with one of them will result in the instant loss of one of your three lives. Just to make the game harder, not all the evil droids are affected by your laser gun. If you zap them, they'll just get up and walk away.

There are also other objects round the screen which must be avoided.

The joystick will point the droid in eight directions. I found it quite difficult to get it to walk straight at times, though.

Although the graphics aren't up to much, I really enjoyed this game. It's addictive and great fun to play which is what counts, even though I could only manage to reach level six.

Sound is reasonable and I especially liked the stamping of horses' hooves as the droids run towards you.

Duellin' Droid is for one player only and requires a joystick.

• **Getting started**	9
• **Graphics**	6
• **Value**	8
• **Playability**	9

6 BURGER TIME

MACHINE: Dragon 32
SUPPLIER: Blaby Computer Games
PRICE: £5.95

Dragon owners have been kept waiting long enough for a decent version of *Burger Time*. It's a shame that Blaby couldn't provide it.

This version of the classic arcade game is one of the poorest games that I have ever seen on the Dragon.

For a start, the actual game is in black and white. Although the opening title is printed in green, the loading screen and the actual game both have no colour.

In *Burger Time*, you play the part of a chef. Your job is to put together three hamburgers whose ingredients are around the screen. Each burger has two pieces of bun for the top and bottom, and meat and some lettuce. As you walk over a piece, it falls down onto the bun below and the burger is gradually built up.

But life isn't easy for the chef. He is being chased by a tomato, an egg and a sausage.

Defence comes in the form of a pepper pot — a quick shake of pepper in front of a pursuing piece of sausage and it's well and truly paralysed. You get five shakes of pepper on each level and the pepper pot is filled each time you lose a life.

Another way of trapping the ingredients which are chasing you is to catch them under a slice of burger as you make it fall. Also, anything standing on top of the burger will fall to its doom. On the Blaby version, though, this death by standing on top of a piece of burger does not work.

Speed and timing is the secret of the original *Burger Time*. This version has neither. The game plays so slowly that most of the fun just isn't there. All action stops while a piece of burger falls which makes the game too slow.

The sound effects are almost as dismal as the graphics in this game. A single bar of the death march plays when you lose a life, and this tune is repeated, painfully slowly, when you have no more lives left.

If you've been waiting for a *Burger Time* for your Dragon, I suggest that your carry on waiting.

If you're that desperate for this game, you'll be very disappointed if you actually spend the money.

• **Getting started**	8
• **Graphics**	7
• **Value**	4
• **Playability**	2

CHARLIE

MACHINE: CBM 64 + joystick
SUPPLIER: M C Lothlorien
PRICE: £6.95

This latest release from Lothlorien is set in a sealed warehouse. Caught in a time warp, you are trapped and there are no doors or windows.

The warehouse is full of blocks. Four of these are purple and, if you can shuffle them so that they are in line, they will magically form a door for your escape.

If you think that this sounds a little like *Pengo* then you're right. The idea is the same and you can either move a block by pushing it, or destroy it by pressing the fire button on the joystick.

In addition to the purple blocks, there are four gold ones. When you have managed to make the door, you get extra points for waiting behind and pushing the gold blocks through the door. If you're in a hurry to see what the next screen looks like, though, then you can leave them behind.

You can't have penguins in a deserted warehouse, so there are different meanies to avoid in this game. At the start, there's just a spinning character who looks very much like the bug from the Bug-Byte logo. Trapped behind each of the four purple blocks, though, is a deadly robot. So each time you release a piece of the door, another enemy joins the chase.

Once you have completed the first screen, you can get to the next one through the door which you have created. This next screen finds Charlie at one side of a set of six alleyways. Each path has a moving, spinning meany and Charlie must cross, *Frogger*-like, to the other side of the screen. Then, it's back to screen one again, but this time there are more spinning monsters.

And so the game continues, until you are finally up against four spinners in addition to the robots. What happens after that is not known. Even the person who wrote the game can't get that far!

If you're after an easy game, then this is not for you. It's very tricky and will certainly take some time to complete. But if you like a challenge, this is well worth the money. Sprites are used well and sound effects are good.

• **Getting started**	9
• **Graphics**	8
• **Value**	8
• **Playability**	7

HI BOUNCER

MACHINE: BBC B
SUPPLIER: Mirrorsoft
PRICE: £6.95 (cass.) £8.95 (disc)

What a lot of Mister Men there are, as Arthur Lowe used to say.

And many of them turn up in this latest game from Mirrorsoft.

Hi Bouncer features Mr Bounce and it is your job to steer him round the town to help his friends. There are four screens and each has eight levels of difficulty.

In the first screen, it's Mr Tall who's in trouble. He's dropped his scarf on the pavement and can't reach to pick it up. But there's no need to fear as Mr Bounce is here. All he has to do is to bounce onto the scarf and it will re-attach itself to Mr Tall.

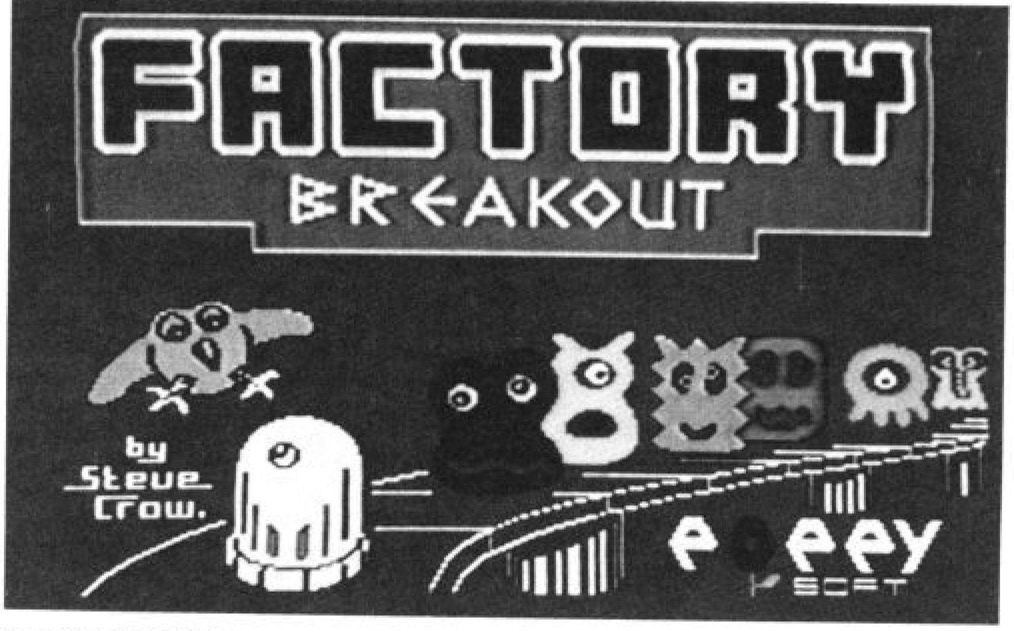
This task is quite easy on the first level, but on later levels there's fruit falling from the trees and other nasties which must be avoided.

Screen two is all about Mr Lazy. He's supposed to be building his house but, well, you know, it's such a nice day and the sun's out so why not leave it just a few more minutes. Mr Lazy has left part of the house on a nearby seesaw — which really is a stroke of luck. If Mr Bounce can

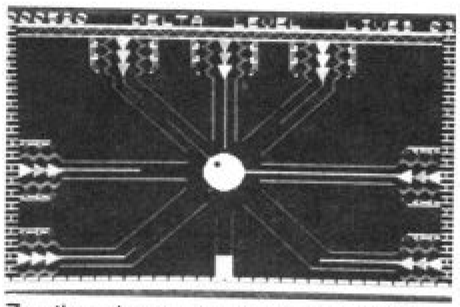
POPPY SOFT

For the 48K ZX Spectrum

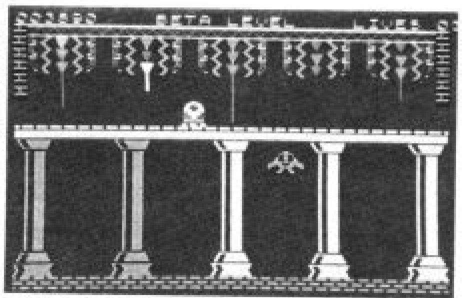
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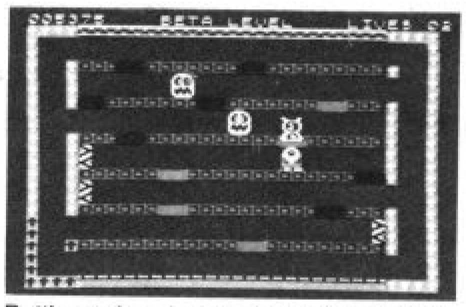
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Zap the micron rays to hatch out of the egg capsule.



Dash across the conveyor belts on the reject line – don't let the killer canary catch you!



Battle against the many weird monsters in the lift room.



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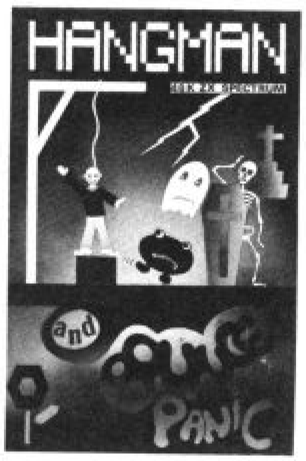
for the 48K ZX Spectrum

Gobble the eggs in the plantation. Zap the aggranoids and vicious viproids to fight your way to the centre of the four mazes.

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Playability: Will the game keep you up until the early hours of the morning, as you attempt to complete just one more screen in a desperate attempt to beat it? Or does it send you to sleep the moment the intro-screen appears? Could you spend hours locked away in your bedroom with it?

jump onto the other end of the see-saw, the window frame will fly, as if by magic, into the correct place.

The other two screens feature Mr Bump and Mr Snow. Once again, Mr Bounce has to come to their rescue. It's a hard life being a superhero nowadays, you know.

The graphics in this game are great. Any child who enjoys the TV program or the books will certainly love this game. But I don't think that it will hold much appeal for anyone over the age of 11.

• **Getting started**	**9**
• **Graphics**	**9**
• **Value**	**7**
• **Playability**	**8**

FACTORY BREAKOUT

MACHINE: Spectrum
SUPPLIER: Poppysoft
PRICE: £5.50

Factory Breakout takes a pinch of *Pac-Man*, a twist of *Reactor* and mixes it all up in a final screen of one of the fastest climbing games I have played in the last week — and I've played a lot.

Although borrowing bits and pieces from other games, the overall design is original and reasonably entertaining.

You are Zirky, the last remaining robot in a factory gone crazy. Can you help him escape?

It won't be easy, though, as the whole place is patrolled by three homicidal Pac-monsters. Unlike the ghosts in the *Pac-you-know*, these nasties reappear seconds after you have killed them.

Before duelling with the ghosts — which is the most enjoyable part of this game — you have to get through two preliminary screens which eventually become just a nuisance on your way to the main part of the game.

The first prelim. screen challenges an embryonic Zirky to survive an attack on all sides by killer rays. He has to spin round in his shell blasting the deathly fingers before they make contact with the shell and crack it.

When Zirky hatches out into a fully grown droid, he has to dash through a corridor of laser spitting nasties to get into the key room.

This is the fun part of *Factory Breakout*. It's quite tricky as your movements are limited — just left and right and up the moving lifts on the left and right of the frame. You can only go down by falling through the trap doors.

The key to escape from the factory will eventually appear on this screen — but first you have to run over all the trap-doors, making them turn red, then blue before they eventually disappear.

Sounds easy, but it's not. Mind you, I did get quite close after about two hours play which makes me slightly concerned about the lasting appeal of this game. Once you've got out of that factory, what does Zirky do next?

• **Getting started**	**7**
• **Graphics**	**7**
• **Value**	**6**
• **Playability**	**7**

GILLIGAN'S GOLD

MACHINE: CBM 64
SUPPLIER: Ocean Software
PRICE: £6.90
Also available for 48k Spectrum at £5.90

It's treasure that you're after in this game from Ocean.

The action takes place in a long-deserted gold mine and your job is to find bags of gold. The bad news is that there's a band of outlaws who also want that gold.

This game is another of those *Manic Miner* clones. What you have to do is to collect the bags of gold which are dotted around the screen and dump them in the wheel-barrow at the top.

Help comes in the form of bogeys which are small trucks that travel on the mine's rail-way. If you grab one of the overhead handles, then you can drop yourself into one of the passing trucks.

You are immune to death when you're in a truck. If you are walking normally, then any contact with one of the outlaws will kill you instantly.

The game is played against the clock and you have to collect all the bags before time runs out. As you collect each bag, you are given more time. A bonus score ticks away at the top of the screen and you get the bonus amount of points for collecting a bag and putting it in the wheel-barrow. The longer you take, the less points you get.

I found the game quite awkward to control. The joystick response is fast enough but, unless the bag is exactly on top of the wheelbarrow, then it won't register.

Sound effects are good. There's music while you play and a great tune before the game starts. Graphics are above average. The outlaws are realistic and the opening title screen with the Ocean logo is an example of how to get the most from sprite graphics.

Gilligan's Gold is more like *China Miner* than *Manic Miner*. If you're trying to decide between *China Miner* and *Gilligan*, you'd be better off with *Gilligan*. It's more fun and I enjoyed it.

• **Getting started**	**9**
• **Graphics**	**9**
• **Value**	**7**
• **Playability**	**8**

7 SUPERBOWL

MACHINE: Dragon
SUPPLIER: Cable Software
PRICE: £6.95

American Football has taken this country by storm since Channel 4 began screening those bone-crunching confrontations the Americans call sport on Sunday evenings.

Now Dragon owners can try their skill at this game for tough guys, thanks to Cable Software.

Superbowl is their version of the grid iron game. It's certainly an original idea and the animation of the players is pretty good, considering the limitations of the Dragon.

You play the part of Floyd, ace wide receiver for the Dallas Cowboys. Your team is playing arch-rivals, Washington Redskins, in a crucial NFL match. Floyd's job is to score a winning touchdown — but the Redskins are out to stop him.

The game starts after kick off. Floyd has to leap up and catch the ball and then begin his long run up the field to the end-zone. The Redskin defence team come thundering down the field at the lone Dallas player — attempting to squash him into the astroturf!

The game is similar to many driving games in that you simply have to avoid on-rushing objects before you reach your goal — but *Superbowl* does have a novel theme and is very playable if you are a US football fan.

All in all it's a nice game — but I'm not sure whether its basic simplicity will make its original appeal last with the Dragon gamester.

• **Getting started**	**8**
• **Graphics**	**7**
• **Value**	**7**
• **Playability**	**6**

8 HERCULES

MACHINE: CBM/64
joystick only
SUPPLIER: Interdisc
PRICE: £6.95

Hercules, the first release from a new software house called Interdisc, could be described as *Manic Miner* meets ancient Greek mythology.

It's definitely in the tradition of the *Miner* — 50 screens filled with climbing, hopping and jumping. But there's a bit more to Hercules than the run-of-the-mill *Miner* clone. More of that later — now for the history lesson.

The game is based on the Greek myth, The Twelve Labours of Hercules.

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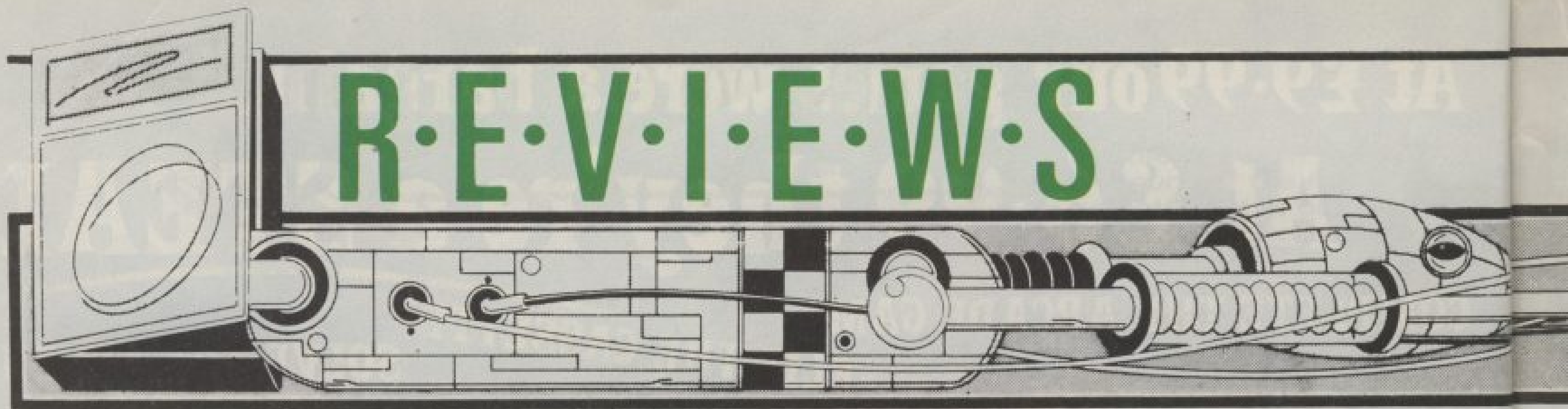
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Hercules was the son of the chief Greek god, Zeus. One day, in a fit of madness — perhaps after eating a really rancid kebab — he killed his wife and their young children.

Afterwards old Herc felt really upset by this lapse of normal behaviour and decided that he must do something to make up for all that killing. So like all good Greek myths, he trotted off to the Oracle at Delphi — a sort of early advice bureau — to find out how he could atone for his sins.

Hercules was ordered to serve King Eurystheus for 12 years — performing all the feats the King commanded — which later became known as The Twelve Labours of Hercules. And that's where the game kicks off.

You play the part of Hercules and have to complete all those 12 labours. Each labour takes the form of a screen featuring a different climbing, jumping and hopping challenge. Each screen has a neat text intro which describes the story behind the screen in great detail. Although it's nice to read a little story before getting into the game, I really would have liked a bit more basic information on how to play each screen.

The screens come in different configurations — but basically feature platforms, ropes to swing on and an objective to reach — and there are invisible platforms which only appear if you do the right things! This makes the game slightly like a graphic Adventure and also brings in a spot of strategy to add an extra challenge.

Interdisc claims bravely that the game is the first in the world to feature the Random Access Principle. What this means is that screens will appear at random as you go through the game and no one session with the game will be the same.

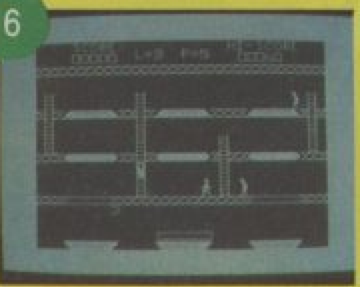
The 50 screens are divided up among the 12 labours but not evenly. If you complete one screen of a particular labour, you move onto the next — finish an entire labour successfully and the RAP selects another labour for you to tackle.

If Hercules stays in one place for too long, he is engulfed in flames — so you soon learn to move quickly!

All of which adds up to a nice new twist on the climbing game theme. The only criticism I have is the lack of comprehensive game playing instructions and the lack of a practice mode. I found myself losing lives too quickly when I began playing the game.

● Getting started	5
● Graphics	6
● Value	7
● Playability	7

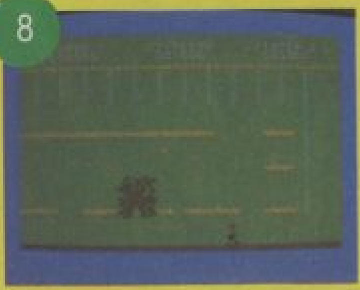
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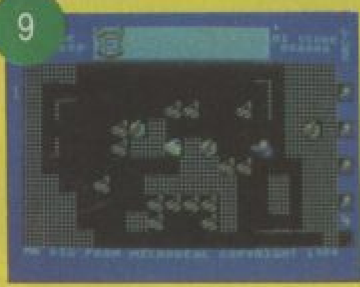
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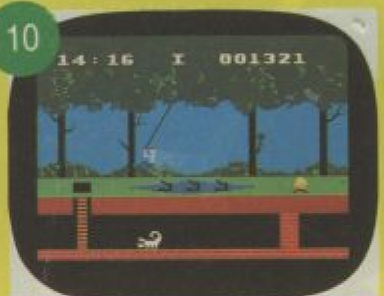
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9



10



11



9

MR DIG

MACHINE: CBM 64/ joystick or keyboard
SUPPLIER: Microdeal
PRICE: £8.00

Remember the arcade game *Mr Do?* Microdeal do — and they have just released a version of this extremely popular arcade game for the 64. And despite our reservations about this sort of idea — copying — *Mr Dig* is a very playable game.

The object of the game is to guide Mr Dig around a maze-style screen picking cherries and avoiding the various meanies who come out to get you. Simple — but fun!

Pick all the cherries on the screen and you qualify for a crack at the next — more difficult — screen. The game is well presented with nice graphics. The screen also includes an ongoing score read-out plus a hi-score. Also at the top of the screen is a panel which grants bonus scores if you do everything properly. But more of that later.

The meanies start from the centre of each screen. Mr Dig begins the game at bottom centre of the screen. A nice touch are the little boxes at the right hand side of the screen which house your remaining Mr Digs. When you lose a life, the deceased Mr Dig returns to his box with his legs in the air and plays dead until you bring him back for another game!

There are several meanies attempting to prevent Mr Dig getting those cherries. The least dangerous are simply called Meanies — little characters who can only chase Mr Dig. Their touch is deadly but they cannot tunnel after our hero — so you can lead them into dead ends or trap them using one of the apples which also appear on the screen.

The Meanies can mutate into Miners, however, and these creatures are more of a threat to Mr Dig as they can tunnel after him and eat apples.

In the centre of each screen is a "treat" which, when captured by Mr Dig, "freezes" the existing Meanies on screen and releases Letter Monster. And this is where the panel at the top of the screen comes in.

If you manage to destroy the Letter Monster, the letter it carried will be displayed at the top of the screen. Make up the word EXTRA as you go through the game and you'll earn an extra life. The Letter Monster is protected by more meanies called Mallers — if these are destroyed individually, they mutate into apples.

Each Mr Dig is armed with a power orb which can be used to destroy the nasties chasing you. Fire it and it bounces around the screen until it hits something.

All in all, a really nice game from Microdeal, very playable and extremely addictive.

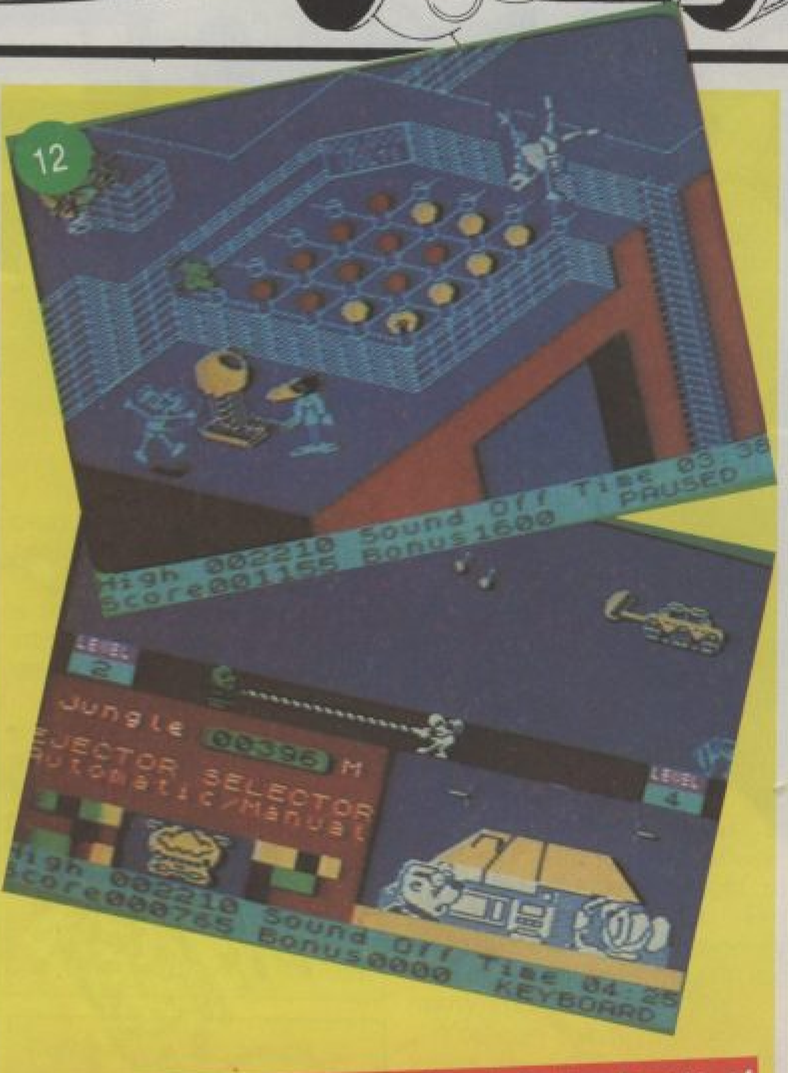
Mr Dig comes with nine levels of play, ranging from "Baby" to "Masochist", nice graphics and good sound. We liked it — even though it's yet another clone from the arcades.

● Getting started	7
● Graphics	7
● Value	7
● Playability	8

R·E·V·I·E·W·S



Which super-rodent strikes fear into the hearts of even the most hardened villain? Which mega-mouse would be able to defeat even the newest hi-tech mouse-trap? And which secret agent is starring in a brand new computer game? Dangermouse, that's who! This furry fellow was an instant hit with TV audiences everywhere when his cartoon adventures came to the small screen. Now you can help Dangermouse save the world once again by getting hold of a copy of his first computer adventure called *Dangermouse in Double Trouble* — or why not try to win one in our *Dangermouse* competition which you'll find on page 15? Meanwhile, here's *C&VG's* EXCLUSIVE review of this brand new game . . .



12 DANGERMOUSE

MACHINE: Spectrum/ CBM 64
SUPPLIER: Creative Sparks
PRICE: Spectrum £6.95 CBM 64 £7.95.
(Spectrum version uses Sinclair, AGF/Protek, Kempson or Fuller joysticks)

First, let's set the scene. London has been enjoying a brief respite from the evil attentions of the power mad Baron Silas Greenback — arch-enemy of Dangermouse.

Our hero is relaxing in his Mayfair penthouse flat — situated in a pillar box in Baker Street. He is sitting quietly reading *Cheesemaker Weekly* and beginning to think that Greenback has given up his quest for total world domination when, suddenly, the videophone bursts into life. It's Colonel K, head of security and Dangermouse's boss!

"News has just come in from Peruvian intelligence that the mad Baron and his gang of international villains have spent the last fortnight in the depths of the jungle, building a 32k RAM, DMOS, ROM electrically erasable mega micro-mouse hardware unit," growled Colonel K.

"Eh? What's that?" says Dangermouse, looking baffled. Colonel K answers his top agent's question. "The letters stand for Real Artificial Mouse, Dangermouse Operating System, Really 'Orrible Mouse. In other words, it's an android Dangermouse!"

"What!" says Dangermouse, leaping up from his easy chair.

"It can impersonate you and infiltrate our intelligence service to help Greenback's quest for ultimate power," Colonel K explains. "Unless you can reach Greenback's secret workshop in time and stop this evil creation being activated!"

"Right! I'll leave right away sir," Dangermouse says briskly. "Penfold! Get the aerocar ready immediately. We're going to Peru!"

Penfold, Dangermouse's trusty assistant, dashes off to start up the wondercar — and that's where YOU come in!

You must help Dangermouse fly the aerocar to the Peruvian jungle, avoiding Greenback's squadrons of flying robots which attempt to hold our hero back. There's a limited amount of time before the android mouse is activated — so you must work fast.

Once you've reached the jungle, Dangermouse has to negotiate crocodile swamps and a hungry puma which blocks his path.

Then Dangermouse can make his way to Greenback's secret workshop where he must stop Greenback activating the android mouse. If he runs out of time, the android will be released and Greenback will control the world! Phew!

The first screen features some nice graphics. Dangermouse and Penfold are flying toward Peru in the aerocar. Toward them come the nicely drawn variety of Greenback robots. Dangermouse has to fight them off by firing musical notes from the aerocar's special juke-box.

The juke-box has to be told which type of robot it's firing at. Get the note wrong and a robot will hold you up. At first, this is done automatically but, at certain stages of the game, you must operate the robot repellent device manually to score hits.

In the final and most graphically impressive part of the game, we find Dangermouse in Greenback's workshop.

The android mouse is about to be activated. Greenback's sidekick, Stiletto, is programming the android using the On-Off Electrical Key (OO ECK!) and there are only a few minutes left before the task is complete.

DM and Penfold arrive at the base to find the program control box completely surrounded by an electrified floor. DM must stop the programming by extinguishing a row of yellow lights in the control box. To do this, he must use his highly developed index finger to manipulate buttons in the box — while hopping about over the electrified floor! Meanwhile, Penfold is being chased around by Nero, Greenback's caterpillar friend!

Dangermouse in Double Trouble is a fun game to play. The theme is original and well executed and it will be quite some time before you're able to beat Greenback, playing at the Top Agent level.

The graphics on the final screen are stunning on the Spectrum version and even better on the Commodore 64. Here at *C&VG*, we're sure you'll enjoy playing this game and will keep coming back for more — just like Greenback!

Creative Sparks says that this could be the first in a series of Dangermouse games. We're looking forward to the next one!

● Getting started	**8**
● Graphics	**9**
● Value	**8**
● Playability	**9**


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Graphics: Are they really as mind-blowing as the adverts say they are? Does the screen scroll effectively? Do those aliens really leap out of the screen at you? This is how this category is judged.

Value: Is the game really worth all those pennies? How long will its attraction last?

10 PITFALL/CUTHBERT

MACHINE: CBM 64
SUPPLIER: Activision (Pitfall) Microdeal (Cuthbert)
PRICE: Pitfall £9.95/ Cuthbert In the Jungle £8.00

Cuthbert goes to Court could well be the next chapter in the adventures of Microdeal's computer game character, if rumours of legal action can be believed.

The fuss concerns the third game in the Cuthbert series called *Cuthbert in the Jungle*, which is identical to Activision's *Pitfall* game.

With both versions currently on sale for the Commodore 64, we thought it was about time someone told you which one to buy.

First on screen was the original *Pitfall* from Activision. This game is the first computer game from the American manufacturers who began by making cartridges for dedicated video games machines.

It was a shame that the game did not use any of the new high speed load techniques developed for the 64 — taking a good five or six minutes to load.

I first played *Pitfall* on the Atari VCS and enjoyed it immensely so I was looking forward to a deluxe version on the 64 with greatly improved graphics and sound. This wasn't the case. Activision appear to have tried to convert the game exactly — without adding any frills — not using the 64's extra capacity.

But there is one useful improvement over the original game. When you lose all your lives you don't have to go back to the very beginning of the game.

For the uninitiated, *Pitfall* is a simple to understand arcade-style Adventure game. You play Pitfall Harry, a jungle explorer who is racing against the clock to dash through the jungle collecting treasures. Obstacles like rolling barrels, crocodiles, flash floods and scorpions have to be jumped over. But if it's easy to understand the objective, the game certainly isn't easy to beat! *Pitfall* is fun and challenging.

Cuthbert in the Jungle is not a patch on *Pitfall*, though. It's just not as smooth as the original. When you attempt to use the ladders to the underground passages, you tend to get stuck on the ladder on the way back up.

The graphics are not as pretty either — the crocodiles and scorpions are much too small. One other annoying frill is that every time you want to start a new game, you have to listen to a silly jingle.

C&VG's advice — if you want to have fun in the jungle, get Activision's *Pitfall* and beware of imitators!

Pitfall	
• Getting started	7
• Graphics	6
• Value	7
• Playability	8

Cuthbert in the Jungle	
• Getting started	7
• Graphics	5
• Value	5
• Playability	5

11 EVIL DEAD

MACHINE: CBM 64/joystick only
SUPPLIER: Palace Software
PRICE: £7.95

"Welcome to the tragic tale of the Evil Dead". So says the blurb on the intro screen of this brand new game from a brand new company, Palace Software. It's also the first game from programmer, Richard Leinfeller.

Most of you will have heard about the low-budget horror movie which spawned this game. *The Evil Dead* has since gathered a cult following — and, if you liked the film, you'll probably enjoy taking a look at the computer version.

The story behind the game — and the film — is pretty simple. A bunch of clean-cut American teenagers decide to get away from it all for a few days in the Tennessee woodlands. They end up in a spirit-haunted cabin being transformed into horrible green mutants! What a way to spend a weekend!

Your task in the game is to help the main character, a young chap called Ashley, kill off the green mutants and destroy the curse of the Evil Dead.

You also have to stop the spirit of the Evil Dead breaking into your country retreat and transforming your four buddies, Cheryl, Linda, Scott and Shelly, into Ashley-eating monsters by shutting doors and windows as you patrol the house.

Ashley can pick up weapons which appear at random around the house. These will help him fight of the monster mutants. But keep an eye on your energy levels — kill one mutant too many and you lose a life.

You can boost your energy levels by finding the sword which appears from time to time and killing as many mutants as you can before it disappears.

Score enough points and the Book of the Evil Dead appears. Collect it and drop it into the fire in the main room and the curse is ended — until you start all over again that is!

A fair amount of strategy is involved in this game. You have to know which windows to close, which doors to open or leave shut, and which weapons to pick up. The screen scrolls from room to room quite smoothly and the sound effects for Ashley's feverish footsteps are good. I liked the sounds for the slamming doors and windows too.

Overall a very playable game — and well worth trying to win in *C&VG*'s great *Evil Dead* competition on page 12.

• Getting started	7
• Graphics	8
• Value	7
• Playability	8

GOLF

MACHINE: TI-99/4a + Extended Basic
SUPPLIER: Parco Electrics
PRICE: £7.95

Texas owners can now practise their golfing skills without even setting foot on a green.

You can choose whether you wish to play either nine or a full 18 holes. The rules are similar to the real thing, but it's not half as much fun on a computer.

The program loads as normal and the title screen then appears. This is quite impressive and blasts the author's name at you in fast-moving graphics. It's a shame, though, that he didn't take as much care over the game itself.

The graphics are awful. This computer is capable of much better things, but Parco has not taken advantage of all its features.

Once loaded, you are asked to enter the two players' names. Then the game begins. The entire playing area for the current hole is displayed on the screen. The tee is on one side and the hole is on the other.

The ball in play is supposed to be a different colour to the others, but I found these very hard to distinguish as they were so small.

The water and bunkers are plain square blobs of blue or yellow, although reasonable graphics are used for the trees.

The holes vary in difficulty. Some took me ten shots while others took just two. I never managed a hole in one, though.

I was disappointed with this game. This is not what I would buy an Extended Basic cartridge for.

Not recommended and certainly not worth £7.95.

• Getting started	8
• Graphics	5
• Value	5
• Playability	4

spectrum

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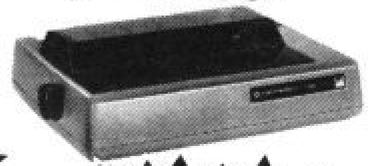
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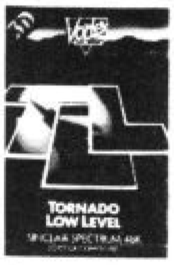
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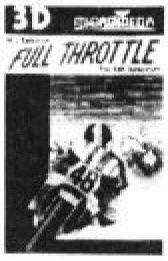
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Micro Dealer UK's TOP 50

Britains No.1 Weekly Software Chart







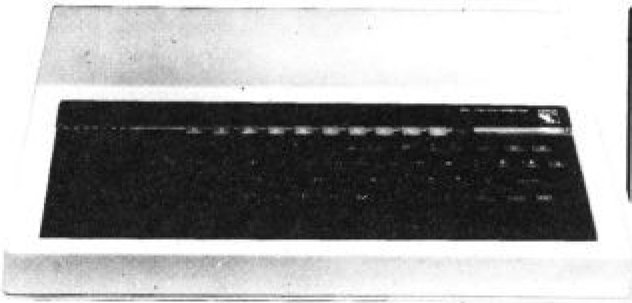
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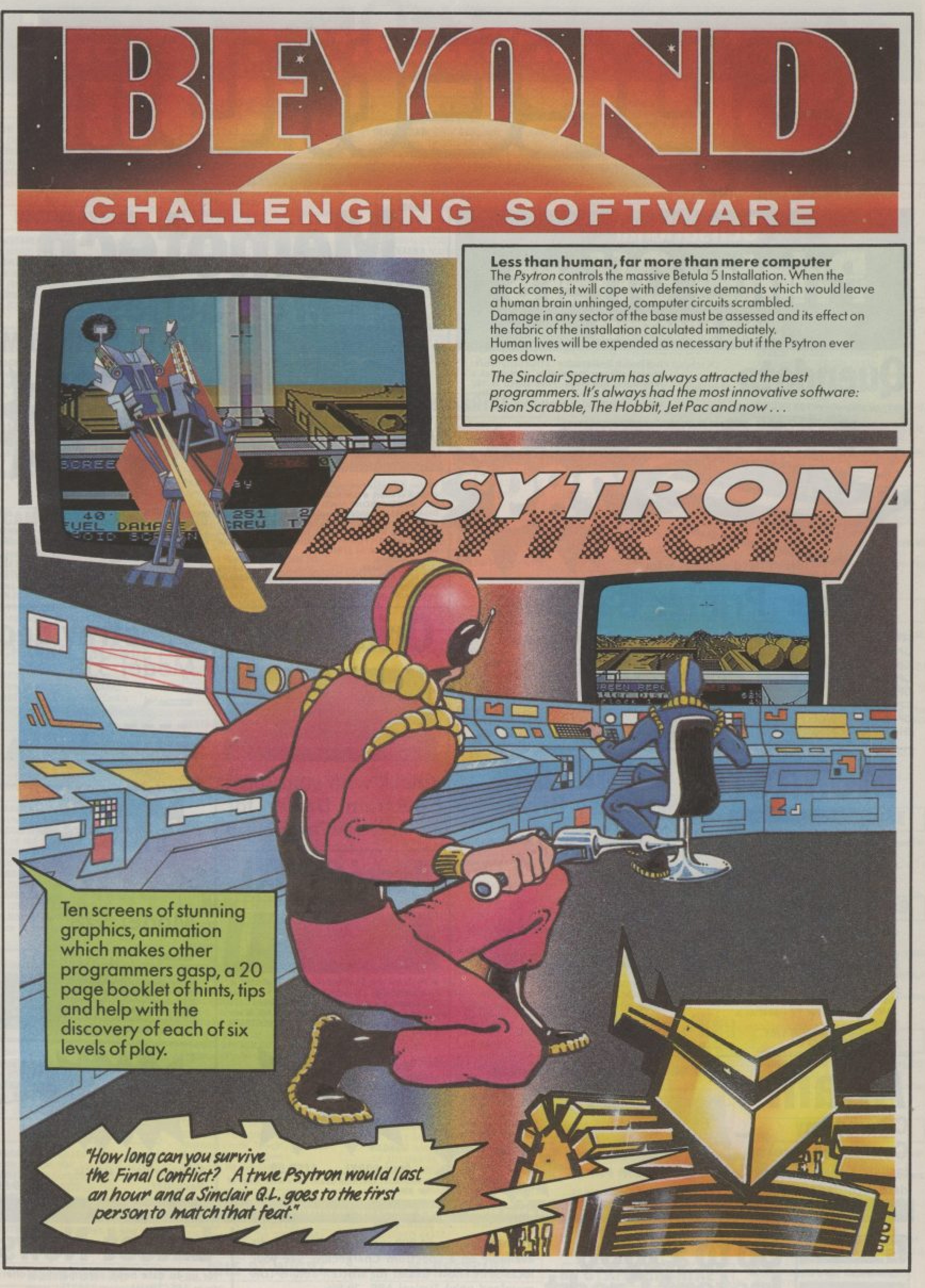
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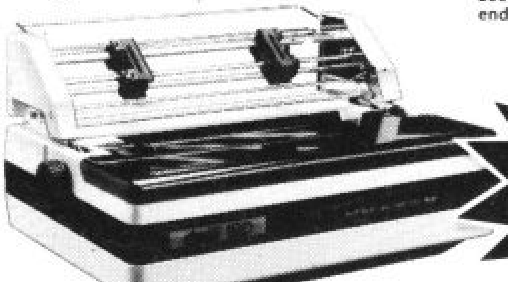


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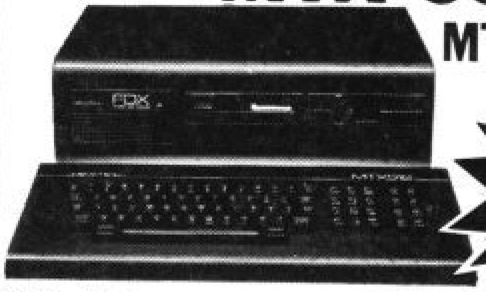


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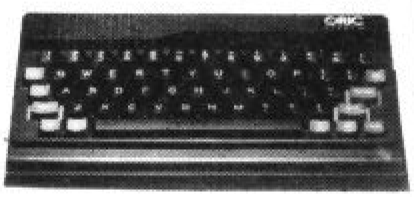
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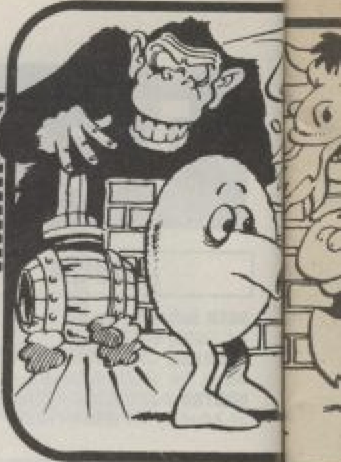
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VIDEO





CLIMB EVERY PLATFORM!

Coleco owners are very fortunate where climbing games are concerned in that the king of them all comes free when you buy your machine — the one and only *Donkey Kong.*

It could be argued that there is no need for anyone to launch another climbing game because of *Donkey Kong.*

That's not an opinion I agree with as climbing games are great fun and it's nice to have a little variety — even if it is within one fairly limited game category.

Comparisons with *Kong* are difficult to avoid and, fortunately for Microfun, their *Miner 2049'er* holds up very well.

You play the part of Bounty Bob who has followed Yukon Yohan into an abandoned uranium mine. Before you can capture Yohan, you have to climb your way through 11 levels of action.

Screen one is pretty simple — you merely run along the platforms, jumping over a few nasties and collecting the various items left behind by previous prospectors.

By the time you get to the last screen, you will have survived a radio-active pool, the dangerous lifts and even been fired through the air from a cannon.

If this doesn't sound difficult enough for you, then don't despair as there is an added problem. As you climb, you are racing against the clock. If you won't walk on every section of each platform — changing their colour as you walk on them — then you will die.

OK, so you want a comparison with *Donkey Kong* and I'm not going to dodge one — for my money this is a better game than *Kong.* The graphics are not as pretty and it doesn't have any cute jingles, but the game itself is much more challenging. You really have to think about the best way to tackle some of these screens and, with 11 as opposed to *Kong*'s three screens, it all adds up to a better game.

Miner 2049'er is available now at £29.95.

The Verdict
An extremely addictive climbing game. It'll take you a while to crack this one and you certainly won't want to stop playing until you have succeeded.

● Action	4
● Graphics	4
● Addiction	4
● Theme	4

TIME PILOT GROUNDED

Time Pilot is one of those games that was a minor hit in the arcades and which a couple of years later is beginning to appear as a home version for various home systems.

Anirog recently launched one for the 64 and now here come ColecoVision with a version for their home system.

I really can't think why they bothered. The arcade game itself was no great shakes and neither is this cartridge.

The game is basically a dog fight style shoot out in which you control a futuristic jet fighter under attack.

The various levels of this game unfold like a video game history of aviation.

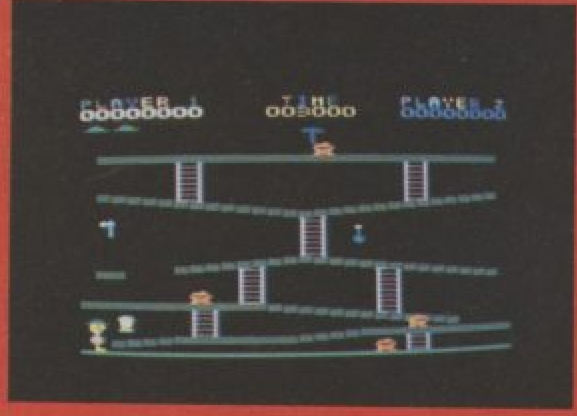
The game begins with your craft under attack from a squadron of biplanes, circa 1910.

If you down all of these and then blast the air ship, which makes a very easy target as it floats across screen, you will go on to level two.

We have now moved on 30 years and our enemies fly planes of World War II sophistication — with heavier fire power. From 1940, we progress to choppers in the 70s equipped with heat seeking missiles and then on to super-duper jets representing 1985.

Despite these theoretical differences between levels, there is not really that much difference in difficulty.

Even the difficulty options



MINER 2049



TIME PILOT



MR DO



SUB ROC



GAMING

don't really add much extra challenge either — merely adding more enemy planes to be downed before allowing you onto the next level.

The graphics in this game are not the best I've seen on the ColecoVision — which is a shame because with a game of this type that could be at least one positive thing that you could say about it. *Time Pilot* is available now at £29.95.

THE VERDICT
As a video game, *Time Pilot* would make a very good door stop.

- **Action** 2
- **Graphics** 2
- **Addiction** 1
- **Theme** 3

MR DO — THE ONE FOR YOU

Mr Do is one of Coleco's recent arcade-to-home conversions which still is a big hit in the arcades.

The Universal coin-op introduced the cute little dwarf — Mr Do — whose role in life is to gather all the cherries and avoid the nasties. The nasties take the form of Badguys, Alpha Monsters, Diggers and Blue Chompers.

Move around the screen by making passageways as you walk, *Dig Dug*-fashion.

The nasties can be squashed by pushing the apples on top of them to score extra points. Your only other defence against nasties is a rubber ball which you can throw at them — bouncing it off the walls and ceilings of the passageways.

To earn an extra life, Mr Do has to kill all the letters that appear from time to time on the Alpha Monsters. When these have all been killed and placed in the grid, they spell the word — EXTRA.

As with all Coleco games, this cartridge features four different skill levels as well as one and two player options for added interest.

Mr Do is a fun game to play with cute, arcade-authentic graphics.

If you enjoyed playing the game in the arcades, you will enjoy this home version as well. The game is in the shops now at £29.95.

The Verdict
Accurate conversion of the popular arcade game.

- **Action** 3
- **Graphics** 4
- **Addiction** 3
- **Theme** 3

SUBROC SUB STANDARD

Subroc torpedoed its way into the arcades two years ago when Sega launched the coin-op version.

By 1982 standards, the graphics were pretty impressive but, since then, *Subroc* has fallen in popularity and you don't see it in many arcades these days.

That's a shame because, for people who like a good shoot-'em-up, they don't come much better.

The action takes place at sea. You are at the wheel of the Subroc vessel which is being bombarded by various nasties. You have to shoot your way through progressively difficult waves of action before taking on the deadly command ship on the third screen.

The nasties you will encounter include Battleships, which make very easy targets. Interceptors, Cruisers, Drones, Fighters, Flying Saucers and Shields.

Your view of the action is from the bridge of your vessel and your gunsights appear in the centre of the screen.

To blast the enemy, you simply move up, down, left, and right, picking them off as you move. Considerable skill is required as your torpedoes bend authentically when in flight.

One of the few graphical thrills in this game is when night falls and dawn finally breaks again.

I don't know what it is about the Coleco, but some of the recent arcade-to-home conversions have been disappointing — *Subroc* included. The graphics are crude and jerky and there's not much of a lasting challenge in this game. I got to the third and final screen on only my fifth turn.

It's not the Coleco that's to blame for the mediocrity of these games — it's an excellent games playing machine, as evidenced by *Donkey Kong* and *Zaxxon*. The problem is the software. It seems to be a case of too much money and effort being spent in getting the licence to the game but not enough being spent in developing the game itself.

The Verdict
Steer clear of *Subroc* — you could do a lot better for £30.

- **Action** 2
- **Graphics** 2
- **Addiction** 1
- **Theme** 1



PITFALL II CASH PRIZES!

Activision has programmed a special message into ten of the new *Pitfall II* cartridges which have just gone on sale.

The special cartridges contain a secret telephone number which the lucky owners can dial to claim their prize.

If you are the lucky owner of one of these cartridges, your name will go into a hat with the other nine owners and a draw will be held at the Personal Computer World Show in September.

The first name out of the hat will receive a cheque for £1,000 with nine £100 cheques for each of the runners-up.

The ten prize-winning cartridges have been distributed at random to Activision's retailers all over the country.

Anneka Rice of CBTV and ITV's *Treasure Hunt* was invited by Activision to place the winning cartridges at random in sealed *Pitfall II* boxes.

If you've got a *Pitfall II*, plug it in quick and see if you've won a prize. If not, just enjoy the game — it's great. Our Joystick Jury awarded it straight fives in their exclusive review two months ago.

CUTHBERT IN COURT

Activision recently sued Microdeal for an infringement of their copyright *Pitfall*.

Microdeal's *Cuthbert In the Jungle* game was alleged to be a copy of *Pitfall* — the jungle adventure game starring Pitfall Harry.

Activision's managing director, Geoff Heath said, "We view the infringement of copyright very seriously and will not hesitate to take action again should the occasion arise".

This decision is not likely to affect companies like Atari who are currently lobbying Parliament to force a change in the copyright laws.

JUMBLED JOYSTICKS!

Calling all Jumbled Joystick winners! Can the winners of our remote control joysticks competition announced in the December 1983 edition of *C&VG*, please get in touch with us so that we can make arrangements to send you your prizes. The winners are Simon Crawley of Keynsham, Peter Evans of Wolverhampton, Philip Hicks from Broxbourne in Herts, Malachy Devlin of Cookstown, County Tyrone and Scott Corbett of Aberdeen.

Amazing how played out some things



gs | **become.**

Will you think the same of your micro in 6 months' time?



Remember the days when every record player was gifted with a needle instead of a stylus. 45's were "in," 78's were "out."

Before the days of hi-fi and laser discs. When a graphic equaliser was a break-through on the football pitch instead of in music technology.

Look at a record player now and it's a museum piece.

It's like that with micros too. The machine you thought would give endless hours of fun and interest often becomes a five minute wonder. Played out within months. Or so you thought.

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For Just £13 a quarter (and, for most of you, a local telephone call when-ever you want to connect up) you could subscribe to the Micronet system.

The only extra you need to connect up is a modem unit. Which is a small enough outlay for what it buys.

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ARCADE

ARCADE SPY

On one of the few days recently when the sun blazed down, the *C&VG* Arcade Spy decided to hit a seaside resort on the south coast.

Brighton! — the seaside resort with miles of pebble strewn beaches, countless shops selling different flavoured rock and a magnificent shopping centre was the destination in the Spy's quest for the best arcade around!

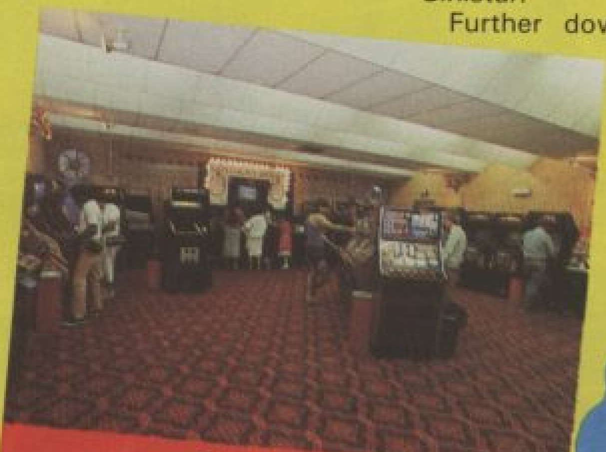
Brighton was certainly a surprise after the hustle and bustle of the West End. Its arcades only ever burst into life in the summer months and it is every arcade owner's hope that the money spent in them by punters will see him through the long, lean winter months until the following summer.

As I dived into my pocket to have a quick zap at *Defender*, I realised that I was in a gamer's paradise — the price of games as a whole is approximately 50% cheaper in Brighton than in the West End. Whereas a game will cost 50p in London, it'll cost 30p in Brighton. 30p games are down to 20p and 20p games are down to 10p and, as far as I could see, you still get the same number of lives.

Arcades in Brighton are a different story altogether from their cousins in London. They tend to be roomier, lighter and airier, the sounds of games aren't as loud and a more relaxed atmosphere is prevalent. One of the first things that struck me is the extreme cleanliness of the arcades — you could actually catch a whiff of polish lurking in the air! In fact, it was quite a common sight to see cleaners wandering around with a duster and a bottle of Windolene rubbing away sticky fingerprints!

If you walk down from the station towards the sea, you'll come into West Street which has the astounding number of five arcades all within three hundred yards — three of which are owned by Jimmy Heal Enterprises!

The first arcade in West Street is Regency Leisure — a prime position as it is the first arcade you come across on the way down from the station. Regency Leisure was one of the few arcades at the time of writing which had Atari's *TX-1* — the three-screen Grand Prix game — and Nintendo's *V.S. Tennis* — a two-player tennis game with dual screen action where you can't see what your opponent's plan of action is until he's played his shot. Other games that were new on the scene were *Gaplus* — a hybrid of *Galaga* and *Galaxian* — Stern's *Bagman, Exciting Soccer* — a brilliant football game — *Spy Hunter, Star Wars* and *Pole Position.* Lining the walls were some real gems, some dating back to the ark! — *Baby Pac-Man, Zaxxon, Pop-Eye, Joust, Mad Planets, Centipede* and *Frogger.*



Family Fun I

Almost next door to Regency Leisure is the first of the Heal family's seven arcades. Galaxy is an arcade which will appeal especially to the younger generation. You could be mistaken for thinking that you had wandered into a new type of daytime disco. The walls are glittery, pop music floats out from hidden speakers and, to complete the illusion, there are mirrored globes on the ceiling which reflect different coloured lights.

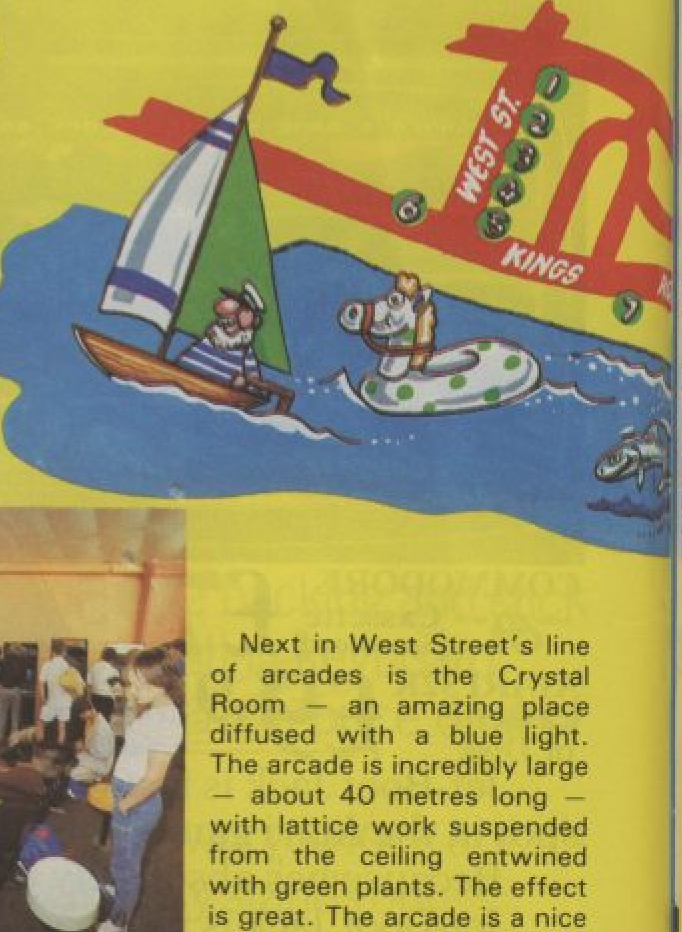
Most of the game's cabinets are fitted with ashtrays! — a brilliant idea as they really stop people grinding stubs into the carpets. Games that particularly caught my eye in Galaxy were *Bomb Jack, Exciting Soccer, Track & Field, Dragon's Lair, M.A.C.H. 3* (only 20p per game), *Pole Position II* and *Spy Hunter.* Older games included *Pengo, Invaders Revenge* — quite an oldie — *Moon Patrol, Mr Do, Missile Command, Space Echo* and *Sinistar.*

Further down the street you'll hit Family Fun I. This was the first of the Heal's arcades and has been around for about seven years. Its decor is aimed at the family — a place where the whole family can go to play games together. It has lots of space and is very light with well-tended plants growing in wall brackets. It's on two levels with a wide shop front to attract custom. Because Brighton is a holiday resort, there is no ban on children under the age of 18 playing games unaccompanied by an adult as there is in London. So long as there are no rowdy groups disturbing the peace, all ages are welcome in the arcades.



Family Fun II

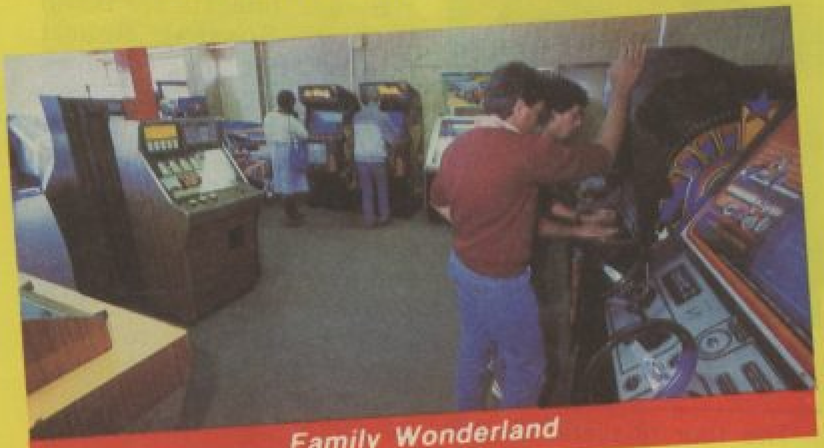
There are managers in every arcade to keep an eye on the place and one or other of the Heal brothers or their cousins are always around to make sure that everything is running smoothly. Their main headquarters are at this arcade. This was one of the few arcades to contain *Punch Out!!* — the new boxing game which was very popular amongst the Vidkids.



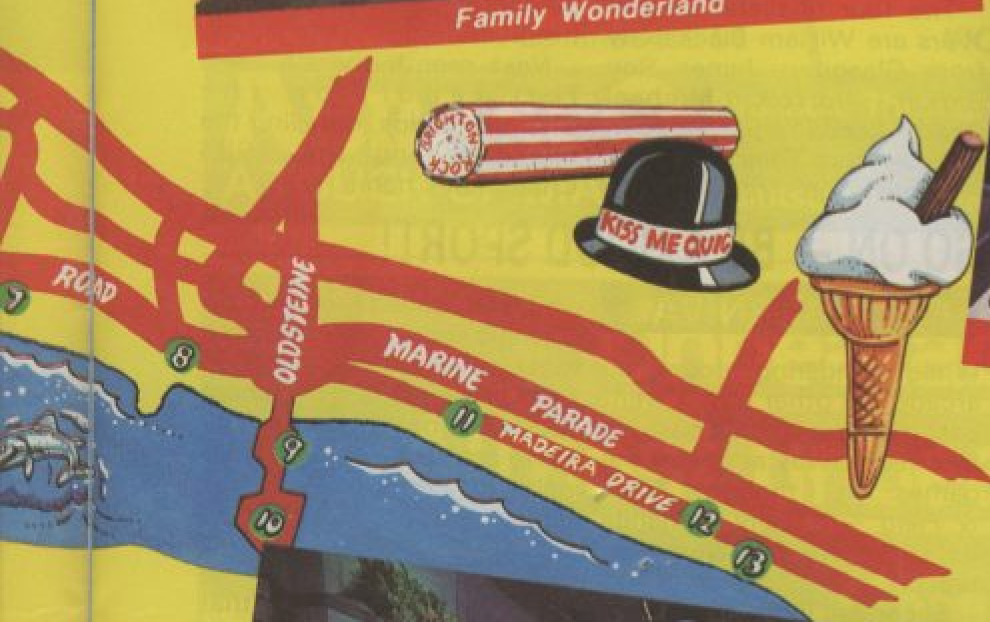
Next in West Street's line of arcades is the Crystal Room — an amazing place diffused with a blue light. The arcade is incredibly large — about 40 metres long — with lattice work suspended from the ceiling entwined with green plants. The effect is great. The arcade is a nice mix between Galaxy with its disco-type atmosphere and Family Fun with its family atmosphere. It's modern and spacious — about 45 video machines in all — and has a good selection of fruit and pinball machines.

The fifth arcade and the one nearest to the sea is Amusements, part of the Wilson Group. This has a relatively small frontage and could be quite easy to miss. It's long, narrow and, though large by London's standards, quite small by Brighton's standards. Devoted mainly

to fruit machines, the arcade has approximately 18 video games such as Sega's *Turbo, Mr Do's Wild Ride, Star Wars, Grand Champion, Spy Hunter, Tron* and *Gorf*. The Wilson Group does own another arcade in the area which is devoted entirely to fruit machines.



Family Wonderland





Crystal Rooms

Family Fun II is the first arcade on the seafront that was visited. Similar to all the other arcades that lined the beach, it is quite sparse and devoid of the flashing lights, carpets and flowers that characterised the arcades in West Street. The floors are concrete — sensible when people are coming in straight off the beach — and the games are mostly shoot-'em-ups.

It appears that shoot-'em-ups and fast moving games are more popular on the beach than, say, something like *Dragon's Lair.* Having said that, Family Fun II had a *Dragon's Lair, M.A.C.H. 3,* and *Galaxy Ranger* which are amongst the newer games around. Older games include *Sea Wolf II, Rip-Off, Juno First, Crazy Kong, Galaxian, Battlezone* and *Space Phantom.* It also boasts several Penny Waterfalls — those frustrating machines so often found in seaside arcades.

The next two arcades you come across as you walk towards Palace Pier are on the promenade itself underneath the arches. Russell's Leisure Centre is a large arcade with three areas — each area taking up the space of one arch and resembling huge concrete caves. The floors are tiled and the place looks quite sparse. Games include *Track & Field, Roc 'n' Rope, Star Wars, Tempest, Galaxy Ranger, Scramble, Zero, Cosmic Guerilla* and *Turbo.*



Galaxy

Further on down the prom and still under the arches is Fearstel Amusements which has, apart from video games, fruit machines and Penny Waterfalls, a kiddie's playground area which caters for really young children. In front of the arcade is a Tea and Fish and Chip shop. Behind this and under the arches you'll find the games. It's a huge place, using perhaps four to five arches, and there are about 35 games in all with one real gem. *TX-1* was sitting proudly in a huge space by itself with no-one playing it — a fact which surprised me.

A couple of hundred yards up the road is Palace Pier which proudly boasts two amusement arcades owned by the Noble Group. Fully carpeted with high roofs, these two arcades contain well over 150 games ranging from the *Pac-Man* era through to this year's releases. Newer games included *Xevious, Pole Position, Circus Charlie, Mr Do's Wild Ride, TX-1, Spy Hunter, Galaxy Ranger, Crystal Castle, Crossbow* and *Discs of Tron.*

The last three arcades to be visited were all beyond the pier on Madeira Drive. These three arcades belong to the Heal family and again cater almost solely for the beach trade. Aquarium Amusements is situated above the Dolphinarium while Clowns and Family Wonderland are situated further up Madeira Drive. They are all reasonably similar to Family Fun II in layout, games and design but differ slightly in size and the number of video games in each. All three have their fair share of fruit machines as well as the Penny Waterfall type games but in each one you can guarantee to find at least three of the latest video games.

In conclusion, the Arcade Spy would definitely give Brighton the "thumbs up" on the arcade front. The arcades are all so clean and well looked after. There is a great variety of videos, pinballs and fruit machines and anyone can play the games regardless of age — this only makes sense in a holiday resort where the arcade owners hope to attract as much custom as possible. Their only stipulation is that people are well behaved and not too rowdy!

And finally, I believe that Brighton's arcades kills the old image of arcades as being seedy dives and places of iniquity.

KEY

1. Regency Leisure — West St
2. Galaxy — West St
3. Family Fun I — West St
4. Crystal Room — West St
5. Amusements — West St
6. Family Fun II — opposite the Brighton Centre
7. Russell's Leisure Centre — King's Road Arches
8. Fearstel Amusements — King's Road Arches
9. Amusements — Palace Pier
10. Amusements — Palace Pier
11. Aquarium Amusements — Madeira Drive
12. Clowns — Madeira Drive
13. Family Wonderland — Madeira Drive



This issue we take a break from our normal what's new format to bring pinball fans a special *C&VG* competition. We've got five CGL hand-held pinball games up for grabs if you can answer the simple pinball questions below.

The game is a twin screen extravaganza complete with all the features you'd expect to find on the real thing.

We know that pinball players generally don't like video versions of their favourite pastime — but we reckon the CGL game will keep even the most discerning pinballer pleased for hours!

So if you are a dedicated pinball player — or someone who would like to win an easy introduction to the pleasures of the game — then fast forward your coupon to *Computer & Video Games*, Pinball Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Normal C&VG competition rules apply and the editor's decision is final. Now — on with the quiz!

1. Which world famous and extremely loud rock band created a rock opera all about Pinball?
2. What was the name of the deaf, dumb and blind hero of the very same rock opera?
3. What do you call the devices on a pin-table used to bash the silver ball back up the table? Think dolphins!

PINBALL COMPETITION

My answers are:

1...

2...

3...

Name...

Address...

....

THE ARCADE CHAMPIONSHIPS 1984!

Over the last few months, entry forms for the C&VG 1984 Arcade Championships have been taking over the office — the response has been tremendous!

After spending hours sifting through the entries, we've finally come up with the names of the finalists and the games that will be featured in the grand play-off.

The venue will be at Xenon — a popular nightclub in Piccadilly, the heart of the West End. *Computer & Video Games* will be paying all the finalists' travelling expenses and will also wine and dine them throughout the day.

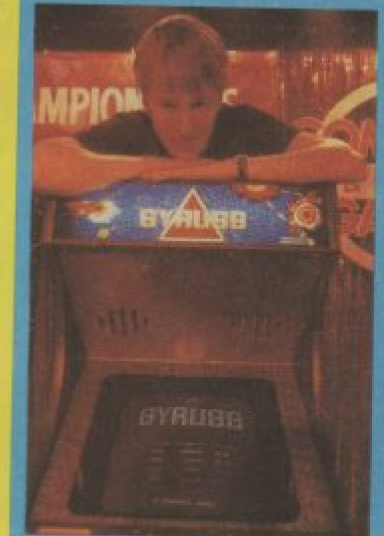
The finalists will compete in a Grand Marathon for a prize of a table-top arcade game — a valuable piece of furniture which would really grace a sitting room or bedroom as well as making you the envy of your friends!

Pac-Man Finger and *Defender's Elbow* are obviously still around, judging from the hi-scores we've received on these two games, but by far the most popular were games which have been released in the last 12 months.

The four most popular games, and the ones picked to feature in the championships, are *Star Wars, Track & Field, Gyruss* and *Dragon's Lair.*

Four players on each game will compete for the highest scores with the four finalists from each game taking part in a play-off on a brand new mystery game which hasn't yet been released.

The highest scorer will be proclaimed the 1984 Champion and his prize will be unveiled and presented by a celebrity.



Julian Rignall — the 1983 Champ

The four finalists on *Star Wars* are William Blackshaw from Glasgow; James Roy Barker, Norfolk; Michael Chan, Leeds and Stephen Munroe from Teeside.

Finalists on *Track & Field* are Paul Stakes from Yorkshire; Mark Payne, Cleveland; Paul John, Swansea and Julian Rignall the Defending Champion from Wales. Last year Julian won a table-top version of *Zagala* in a heated play-off — could he be on his way to scoring a hat-trick?

Gyruss' finalists are David Bushby, Sussex; Robert Toone, Derby; James Thomas, Leicester and Gary Davidson, Hertfordshire.

Dragon's Lair finalists are Steve Demant, Oxford; Richard Elliott, Sussex; Steven Burrows, Worcester and Michael Chilton, Leeds.

There will also be two individual reserves to fill in should one of the finalists fall ill. They are John Kwak and Devindra Mehlawat — both from London.

Next month there'll be a full report on the Championships, detailing the hi-scores and the 1984 Champion's name.

GO ON — BE A GOOD SPORT!

FIELD CARNIVAL

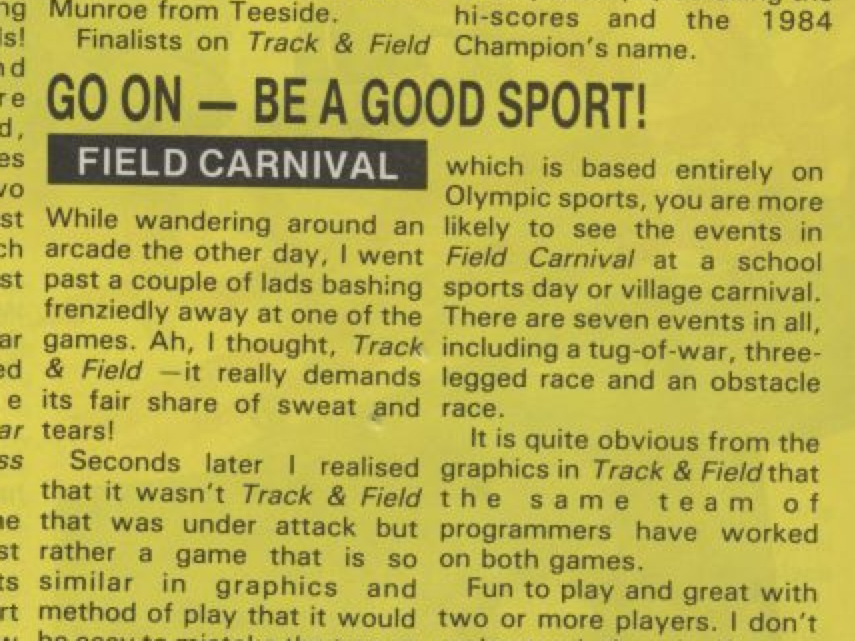
While wandering around an arcade the other day, I went past a couple of lads bashing frenziedly away at one of the games. Ah, I thought, *Track & Field* —it really demands its fair share of sweat and tears!

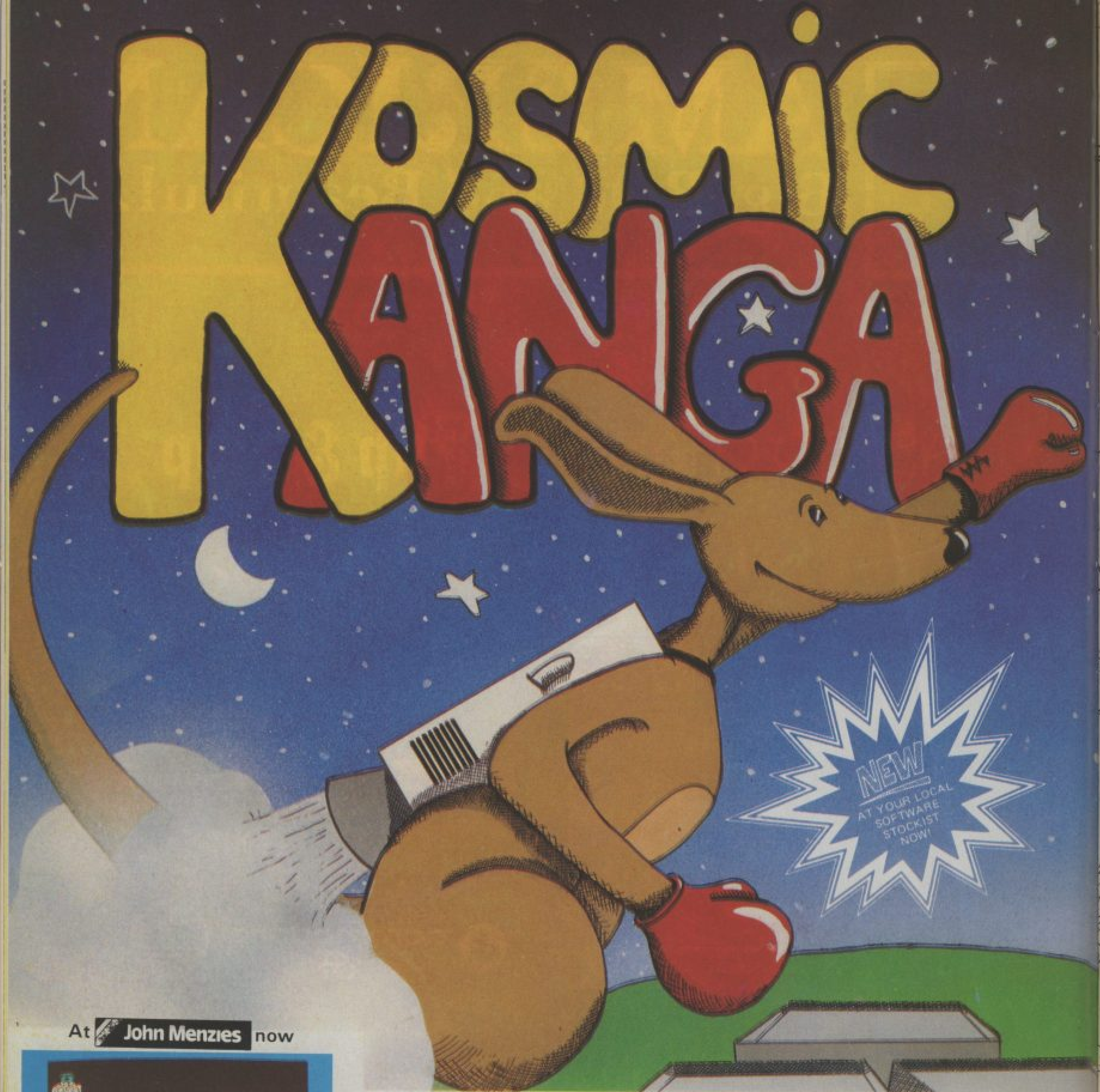
Seconds later I realised that it wasn't *Track & Field* that was under attack but rather a game that is so similar in graphics and method of play that it would be easy to mistake the two at a glance.

Field Carnival by Taito is another multi-event sports simulation featuring an all-girl cast. Unlike *Track & Field* which is based entirely on Olympic sports, you are more likely to see the events in *Field Carnival* at a school sports day or village carnival. There are seven events in all, including a tug-of-war, three-legged race and an obstacle race.

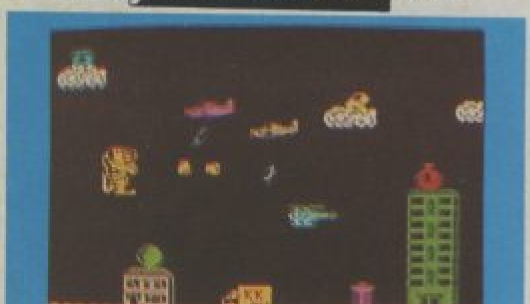
It is quite obvious from the graphics in *Track & Field* that the same team of programmers have worked on both games.

Fun to play and great with two or more players. I don't understand the significance of producing the first all-female game unless it was directly in answer to *Track & Field* which starred an all-male cast!





At John Menzies now



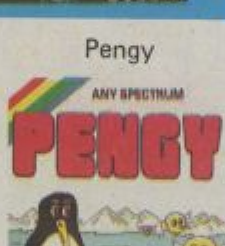
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ATIC ATAC

1) **N. Leeds** Cardiff— **1,316,795**
2) **Daryl Unwin,** Camberley, Surrey — **525,369**
3) **Ben Williams** Kidlington, Oxford — **650,295**
4) **Wesley Kerr** Glasgow— **442,440**
5) **Stephen Liverback** Selby — **370,915**

SABRE WULF

1) **Andrew Hirst** of Witsey, Bradford, is our highest scorer on *Sabre Wulf* with **365,480** points and 71% of the adventure. Well done Andrew, the tee shirt's in the post.
2) **Robert Scott,** Danebury Avenue, Roehampton, scored **115,285.**


RICHARD THORPE

PLANETOID

1) **Richard Thorpe,** Wenham, Bucks — **996,400**
2) **Simon Killoch,** Weymouth, Dorset **1,114,100.**
3) **Richard Tipperl,** Chesterfield, Derbyshire—**721,700**
4) **Paul Dhonan,** Reigate, Surrey— **696,200**


IAN HARRISON

DIAMONDS

1) **Michael O'Mahony,** Republic of Ireland — **5,997**
2) **Clive Parkholm,** Lisbane, Cardiff — **5,462**
3) **Peter Schofield,** Colne, Lancashire— **5,078**
4) **Jeremy Askew,** Kingsthorpe, Northampton — **4,126**

ZALAGA

1) **Mark Davies,** Suffolk — **5,284,170.**
2) **J Mcalpine,** Glasgow — **1,935,700** (4½ hrs)
3) **J C Taylor,** Whittlesford, Cambs. — **1,286,400.**
4) **Richard White,** Northern Ireland — **825,330.**
5) **Sunjay Jain, Normanton, Derby — 815,360.**

PSYTRON

1) **Winifried Thebrath,** Dortmund, West Germany — **240%.**
2) **Michael Taylor,** Wantage, Oxfordshire — **180%.**
3) **Malcolm Astle,** Alveston, Derbyshire — **164%.**
4) **Peter Wooley,** Heleshy, Cheshire — **36%.**

OUR HALL OF FAME GAMES

OK all you hotshots — now get this! If you've been easing off the joystick during the summer months, taking time out watching the Olympic Games, now's the time to get your computer skills into shape.

There's a very good reason why it's time to sharpen up your mastery of the joystick and fire button — because we have prizes. And when we say prizes, we mean PRIZES! I'm not just talking about 'The Champ' tee-shirts and your name in stars. I'm talking BMX bikes, new computers and free software.

This month we launch our fabulous Softek/BMX bike challenge with no less than five of the super wheelie machines to be won between now and next January. So if you think you can notch up a mean score on this and some other games in our Hall of Fame, watch this space every month to see what super prizes your gaming skill can win YOU.

DIAMONDS

Michael O'Mahony won a £350 diamond for his 5,997 high score on *Diamonds*. English Software's other big game — *Jet Boot Jack* for the Atari computers and 64 — will now replace *Diamonds* in Hall of Fame.

JET PAC

Fly Jet Man around the sreen collecting the three sections of his space ship, avoid the nasties, assemble the rocket and blast off to the next planet. Pure addiction for the Spectrum, BBC and Vic 20.

DONKEY KONG

The king of climbing games. The ape, the carpenter, and the blonde are now available on Atari, Vic 20, 64, and TI-99/4a from Atarisoft.

MANIC MINER

The zany 20-screen climbing game that introduced Miner Willy. Spectrum and 64.

JET SET WILLY

What Miner Willy did next. This time there are 60 screens.

THE PYRAMID

***The Pyramid* has Fantasy's unique high score verification system built into the game.**

ZALAGA

Splendid arcade clone for the BBC. Based on *Galaga*.

SABRE WULF

Similar to *Atic Atac* but twice as tough and thrice as pretty.

PSYTRON

Beyond's first big hit for the Spectrum. *The Psytron* is a computerised defence system for the planet Betula 5.

Why not try your hands at Atic Atac, Planetoid, Pole Position and Tornado Low Level too?

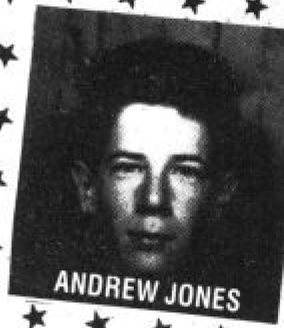

RENEVD BERG

JET PAC

1) **John Wilson,** Whitehaven, Cumbria — **13,852,652** (36 mins)
2) **James Wheat,** Hucknell, Notts — **6,793,110** (34 mins)
3) **Renevd Berg,** Leiden, Netherlands **362,305** (1 hour, 40 mins)

MANIC MINER

1) **Daryl Unwin,** Camberley, Surrey — **5,000,083**
2) **Paul Rattray,** Kinnoull, Perth — **2,642,037**
3) **Julian Rignall,** Dyfed, Wales — **2,000,923**
4) **A. Procter,** Leeds — **1,970,815**
5) **Stephen Lynch,** Wallasey, Merseyside — **1,763,590**


ANDREW JONES

PARSEC

1) **Andrew Smith,** Alloa, Scotland — **8,065,200** (8 hours)
2) Andrew Jones, Romsey, Hants — **7,649,400**
3) **Brian King,** Canterbury, Kent — **6,035,600** (6½ hrs)
4) **Nicholas Tebay,** Clevelys, Lancs — **187,600**
5) **Roger Roberts,** Kettering, Northants — **182,600**

TI owners please note that *Donkey Kong* by Atarisoft is now in Hall of Fame. Let's have some high scores, ape crunchers!

THE PYRAMID

1) **Giles Ahern,** Surrey — **137,499**
2) **Alastair Douglas,** N. Ireland — **137,077**
3) **Joanne Thompson,** Merseyside — **136,731**
4) **Scott Hamilton,** Lanarkshire — **136,616**
5) **Graham Philip,** Wiltshire — **136,233**

HALL OF FAME

Name..

Address..

....

....

T-shirt size sm ☐ med ☐ lge ☐

....

I scored..

Time taken..

Game..

Computer..

Witness's signature..

HALL OF FAME

5 BMX BIKES TO BE WON!



A special customised version of this beautiful Raleigh Burner is up for grabs to the winner of the Softek/Hall of Fame challenge.



Star Bike is the zappiest shoot-'em-up this side of the known galaxy.

The Star Biker has been called in to tidy up a nasty incident in one of the far flung corners of the galaxy.

It seems that a bunch of space partners are abducting the inhabitants on some of the planets in your zone. It's your job to hop on the super fast Star Bike and get them safely back to your ship...

Each planet is divided up into five sectors with a teleporter and a scanner in each one. When you have rescued the alien in that sector, you deposit him in the teleporter from where he is transported to the ship.

By getting back to the teleporter you can now travel back to your mother ship and on to the next planet that is under attack.

On each new planet you will encounter a fresh type of nasty, of which there are no less than 40 different types in *Star Bike*.

Star Bike is a beautifully presented game with options for speech, joysticks, one or two players and a Hall of Fame in which you can enter your name beside your high score.

But the real fun of the *Star Bike* Hall of Fame is to be found in *C&VG's* high score chart over the coming months.

Softek are offering five BMX bikes as prizes between now and January. The very top prize is a customised Raleigh Burner which will be awarded to the person who can notch up the very highest score on *Star Bike* between now and the publication of our February edition next year.

And it's no good sending in bogus scores either, as Softek have a foolproof method of verifying all high scores.

But if you are about as handy with a joystick as a lumberjack with a butter knife, then don't despair. There is more than one way to win.

By matching the numbers printed below with the numbers printed in your cassette inlay, or on the special BMX/*Star Bike* entry form obtainable free from Softek, you could win a bike without so much as blasting an alien.

HOW TO ENTER

If you want to sign up for the *Star Bike* patrol force, then don't miss your chance to receive a free copy in this simple to enter competition.

All you have to do is answer the questions below, fill in the form and send it to *Computer & Video Games* Star Bike, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

The first one hundred correct entries will receive a free copy of the game.

1) The UK's premier big bike circuit is at i) Isle of Man, ii) Isle of Wight, iii) Donnington.

2) TT stands for i) Trails Trophy, ii) Tourist Trophy, iii) Track Trials.

3) The bike favoured by most British police forces is manufactured by i) Kawasaki, ii) Suzuki, iii) BMW.

108496 **137311**

STAR BIKE COMPETITION ANSWERS

1)...

2)...

3)...

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Address...

....

HALL OF FAME

☆ COMPETITION ☆

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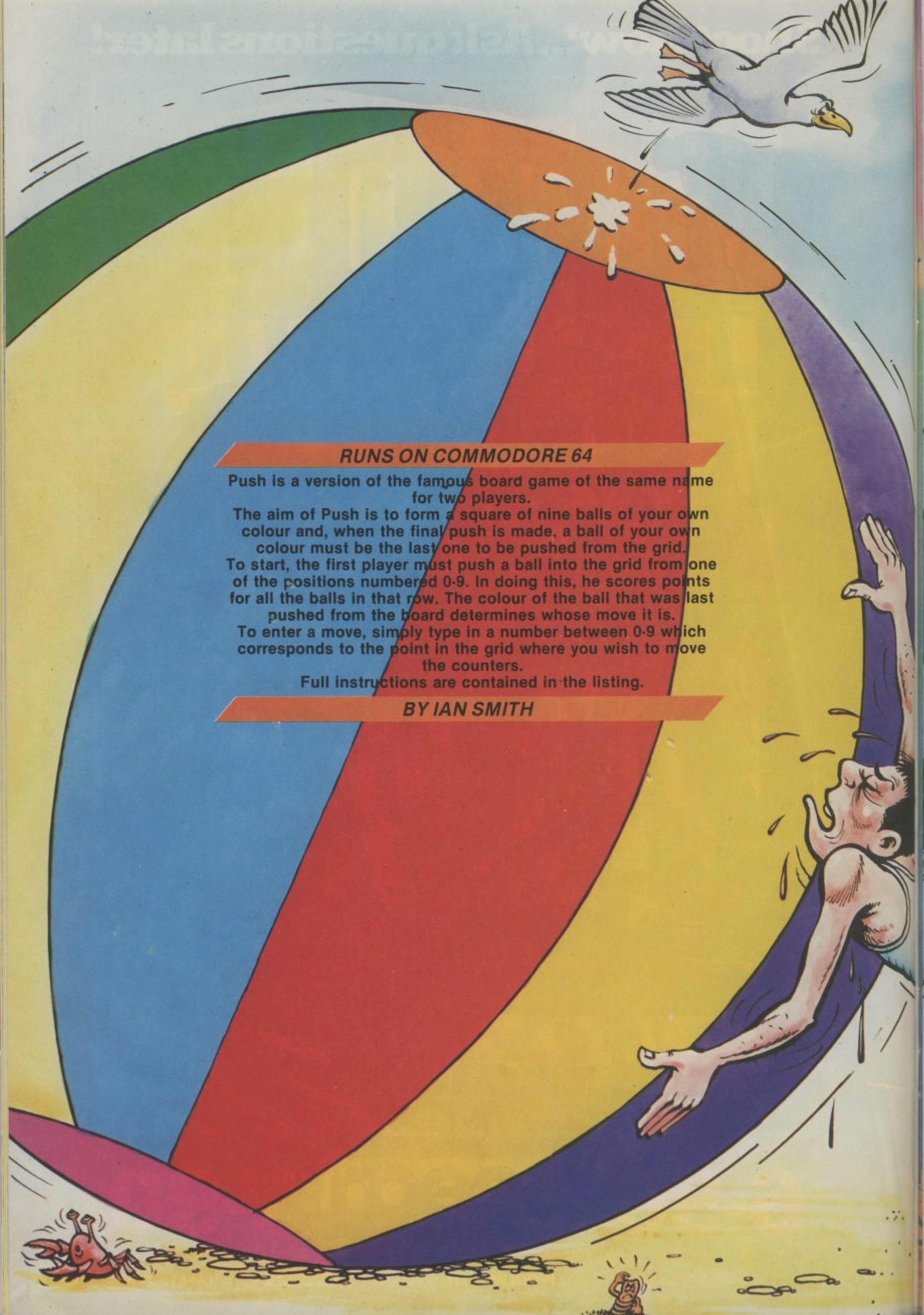
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CG20



RUNS ON COMMODORE 64

Push is a version of the famous board game of the same name for two players.

The aim of Push is to form a square of nine balls of your own colour and, when the final push is made, a ball of your own colour must be the last one to be pushed from the grid.

To start, the first player must push a ball into the grid from one of the positions numbered 0-9. In doing this, he scores points for all the balls in that row. The colour of the ball that was last pushed from the board determines whose move it is.

To enter a move, simply type in a number between 0-9 which corresponds to the point in the grid where you wish to move the counters.

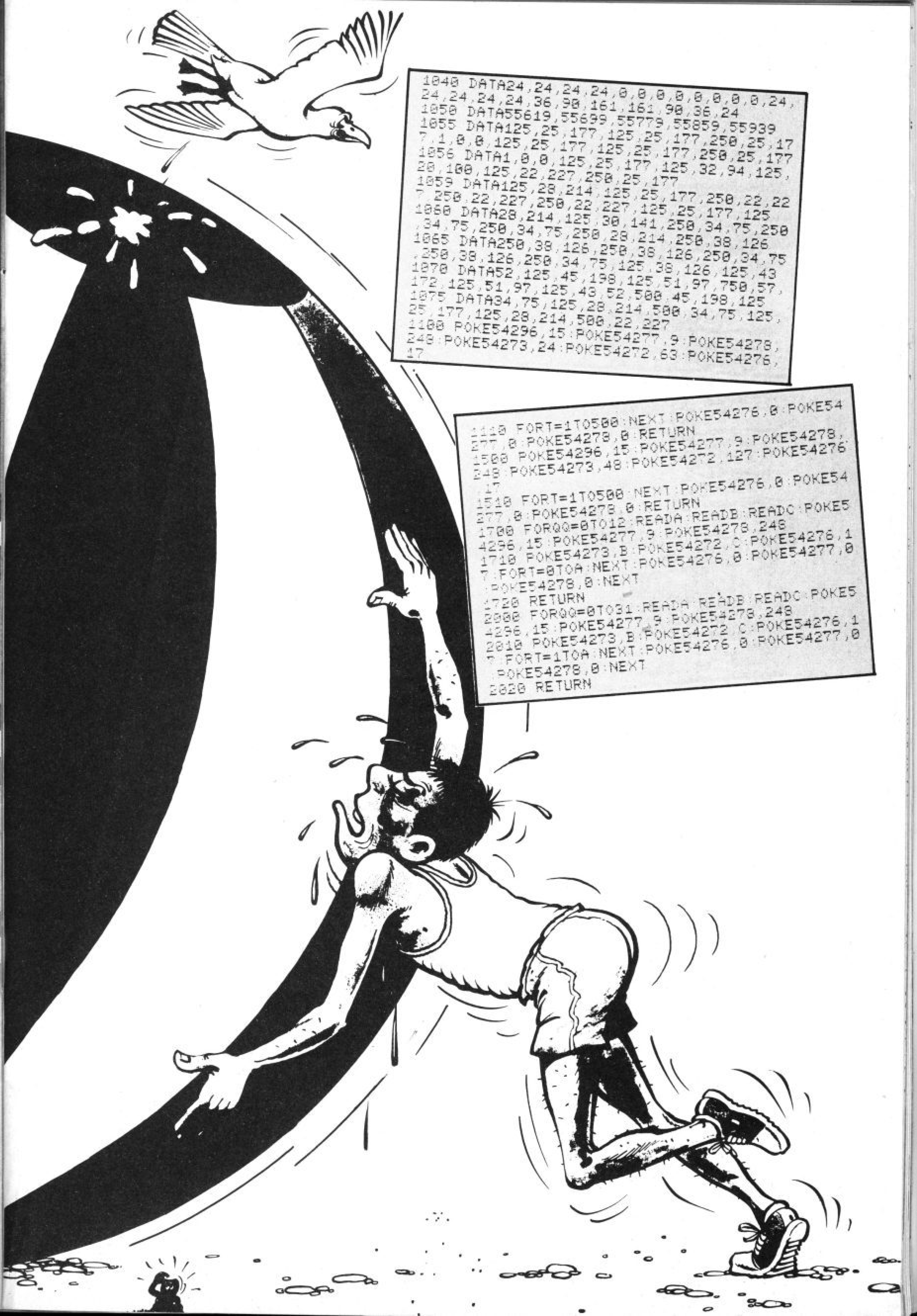
Full instructions are contained in the listing.

BY IAN SMITH

```
5 GOTO1000
10 POKE53281,6:POKE53280,4:PRINT"■":GOSU
B500:DIMB1(4,9),B2%(4,9)
15 FORNN=0TO4:READA:FORN=5TO9:B1(NN,N)=A
+N+1*N-6:NEXTN:NEXTNN
17 NN=0:N=5:P=2
18 B2%(NN,N)=0:N=N+1:IFN>9THENNN=NN+1:N=
5:IFNN>4THEN22
19 B2%(NN,N)=1:N=N+1:IFN>9THENNN=NN+1:N=
5:IFNN>4THEN22
20 GOTO18
22 GOSUB220
25 PRINT"■■■■■■■■■■■";TAB(13);"PRESS <SPA
CE> TO PLAY."
30 GETA$:IFA$<>" "THEN30
35 PRINT"■■■■■■■■■■■■";TAB(4);"DO YOU REQ
UIRE INSTRUCTIONS ? (Y/N)"
36 GETA$:IFA$<>"Y"ANDA$<>"N"THEN36
37 IFA$="Y"THENGOSUB700
38 PRINT:PRINT:PRINTTAB(8);"PLAYER 1=BLA
CK"
39 PRINT:PRINTTAB(8);"PLAYER 2=WHITE"
40 FORN=0TO1000:NEXT:GOSUB1700
50 GOSUB500:GOSUB220:PRINTTAB(20);"PLAY
PLAYER ";P
51 PRINTTAB(20);"■MOVE ?"
52 GETA$:IFA$=""THEN52
53 A=VAL(A$):IFA=0ANDA$<>"0"THEN52
54 IFA>4THEN65
55 GOSUB1100:P1=B2%(A,9)+1
56 B2%(A,9)=B2%(A,8):B2%(A,8)=B2%(A,7):B
2%(A,7)=B2%(A,6):B2%(A,6)=B2%(A,5)
57 B2%(A,5)=P-1
58 GOTO68
65 GOSUB1500:P1=B2%(0,A)+1
66 B2%(0,A)=B2%(1,A):B2%(1,A)=B2%(2,A):B
2%(2,A)=B2%(3,A):B2%(3,A)=B2%(4,A)
67 B2%(4,A)=P-1
68 FORQ=0TO2:FORQQ=5TO7:GOSUB70:NEXTQQ:N
EXTQ:P=P1:GOTO50
70 IFB2%(Q,QQ)=P-1ANDB2%(Q,QQ)=B2%(Q+1,Q
Q)ANDB2%(Q,QQ)=B2%(Q+2,QQ)THEN72
71 GOTO 100
72 IFB2%(Q,QQ)=B2%(Q,QQ+1)ANDB2%(Q,QQ)=B
2%(Q+1,QQ+1)ANDB2%(Q,QQ)=B2%(Q+2,QQ+1)TH
EN74
73 GOTO 100
74 IFB2%(Q,QQ)=B2%(Q,QQ+2)ANDB2%(Q,QQ)=B
2%(Q+1,QQ+2)ANDB2%(Q,QQ)=B2%(Q+2,QQ+2)TH
EN80
75 GOTO100
80 IFP1<>PTHENRETURN
81 PRINT"■";TAB(10)"■■■■■■■■PLAYER";P;"W
INS!#":PRINT"      ■WANT ANOTHER GAME ?"
83 GOSUB2000
85 GET A$:IFA$="Y"THENRUN
86 IFA$="N"THENEND
87 GOTO85
100 RETURN
220 FORNN=0TO4:FORN=5TO9:POKEB1(NN,N),B2
%(NN,N):NEXTN:NEXTNN:RETURN
500 PRINT"■     ■AA■ ■AA■    ────────
────────"
510 PRINT"     PUSH  BY SPEAR'S GAMES
■■■"
520 PRINT"     ■@■ ■@@■     ──────────
─────────"
530 PRINT"
540 PRINT"■■■       ┌────────┐"
550 PRINT"      0  |●|●|●|●|●|"
560 PRINT"         ├─┼─┼─┼─┼─┤"
570 PRINT"      1  |●|●|●|●|●|"
580 PRINT"         ├─┼─┼─┼─┼─┤"
590 PRINT"      2  |●|●|●|●|●|"
600 PRINT"         ├─┼─┼─┼─┼─┤"
610 PRINT"      3  |●|●|●|●|●|"
620 PRINT"         ├─┼─┼─┼─┼─┤"
630 PRINT"      4  |●|●|●|●|●|"
640 PRINT"         └─┴─┴─┴─┴─┘"
650 PRINT"          5 6 7 8 9":RETURN
700 PRINT"■";TAB(8);"PUSH"
710 PRINTTAB(8);"────"
720 PRINT" ■THE IDEA OF THE GAME IS TO '
PUSH' A"
730 PRINT" ■BALL OF YOUR COLOUR INTO THE
 GRID,"
740 PRINT" ■SO MOVING ALL THE BALLS IN T
HAT ROW"
750 PRINT" ■ALONG ONE SQUARE."
760 PRINT" ■THE LAST BALL IN THE ROW IS
'PUSHED'"
770 PRINT" ■OUT,AND USED FOR THE NEXT PU
SH BY "
780 PRINT" ■THE OWNER OF THAT BALL."
790 PRINT" ■THE GAME IS WON WHEN A PLAYE
R FORMS A"
800 PRINT" ■SQUARE OF 9 BALLS OF HIS COL
OUR,AND"
810 PRINT" ■THE FINAL BALL TO BE 'PUSHED
' OUT IS"
820 PRINT" ■OF HIS OWN COLOUR. PRESS <SP
ACE>"
830 GET A$:IFA$<>" "THEN830
840 PRINT"■■■■■■■■■■■■TO PUSH A BALL INTO
 THE GRID,
850 PRINT"■■■■JUST TYPE IN THE NUMBER OF
 THE ROW"
860 PRINT"■■■■THAT YOU WISH TO 'PUSH' IT
 INTO."
870 PRINT"■■■■■■■■■■■PRESS <SPACE> BAR."
880 GETA$:IFA$<>" "THEN880
890 RETURN
1000 POKE53265,PEEK(53265)AND239:POKE532
72,(PEEK(53272)AND240)+12
1010 POKE52,48:POKE56,48:CLR:POKE56334,P
EEK(56334)AND254:POKE1,PEEK(1)AND251:FOR
K=0TO2047
1020 POKEK+12288,PEEK(K+53248):NEXTK:POK
E1,PEEK(1)OR4:POKE56334,PEEK(56334)OR1:I
=128:FORN=0TO23
1030 READX:POKE12288+8*I+N,X:NEXTN:POKE5
3265,PEEK(53265)OR16:GOTO10
```

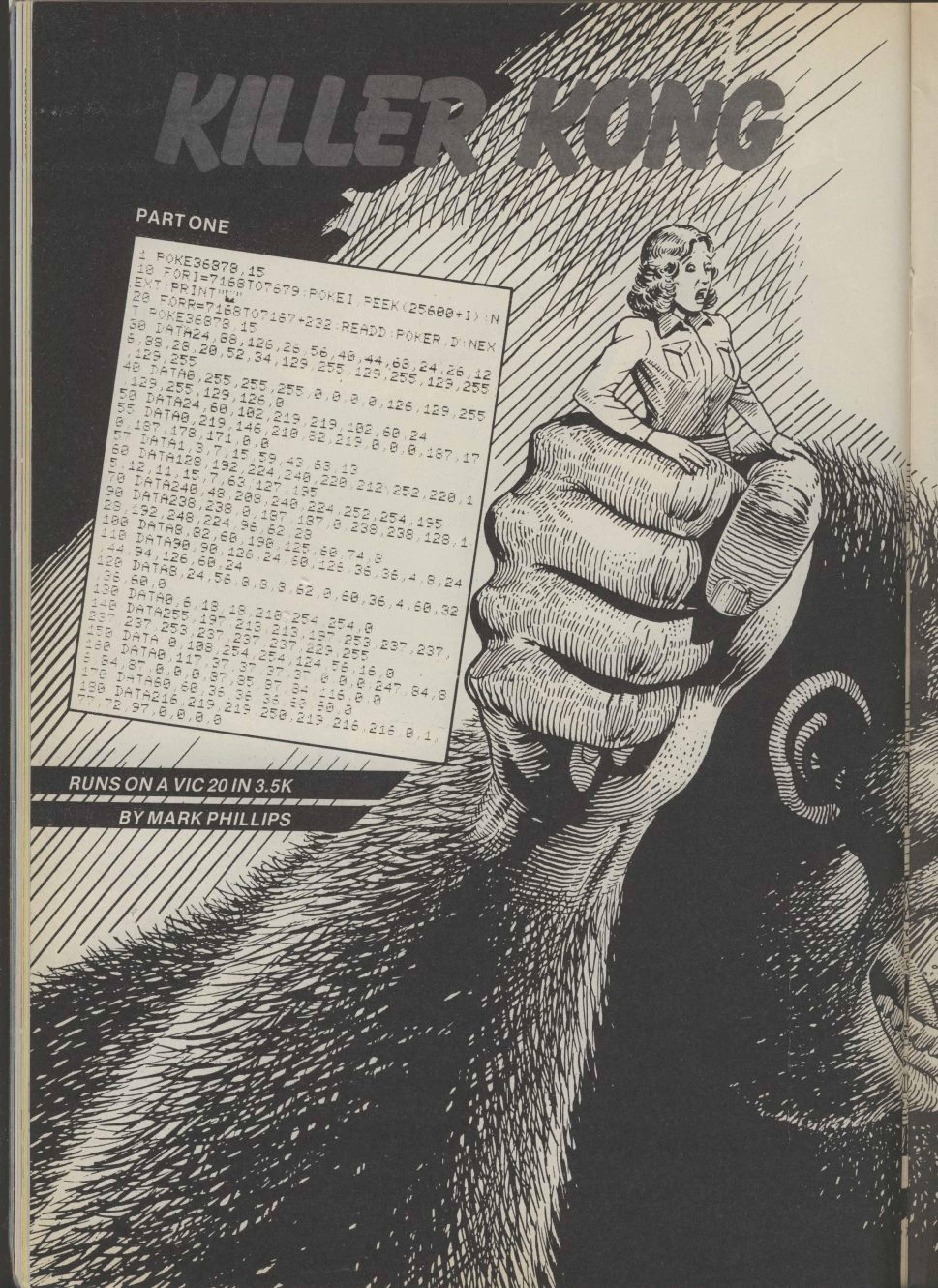


Illustration: Terry Rogers



```
1040 DATA24,24,24,24,0,0,0,0,0,0,0,0,24,
24,24,24,24,36,90,161,161,90,36,24
1050 DATA55619,55699,55779,55859,55939
1055 DATA125,25,177,125,25,177,250,25,17
7,1,0,0,125,25,177,125,25,177,250,25,177
1056 DATA1,0,0,125,25,177,250,25,177
20,100,125,22,227,250,25,177,125,32,94,125,
1059 DATA125,28,214,125,25,177
7,250,22,227,250,22,227,125,25,177,250,22,22
1060 DATA28,214,125,30,141,250,34,75,250
,34,75,250,34,75,250,28,214,250,38,126
1065 DATA250,38,126,250,38,126,250,34,75
,250,38,126,250,34,75,125,38,126,125,43
1070 DATA52,125,45,198,125,51,97,750,57,
172,125,51,97,125,43,52,500,45,198,125
1075 DATA34,75,125,28,214,500,34,75,125,
25,177,125,28,214,500,22,227
1100 POKE54296,15:POKE54277,9:POKE54278,
248:POKE54273,24:POKE54272,63:POKE54276,
17
```

```
1110 FORT=1TO500:NEXT:POKE54276,0:POKE54
277,0:POKE54278,0:RETURN
1500 POKE54296,15:POKE54277,9:POKE54278,
248:POKE54273,48:POKE54272,127:POKE54276
,17
1510 FORT=1TO500:NEXT:POKE54276,0:POKE54
277,0:POKE54278,0:RETURN
1700 FORQQ=0TO12:READA:READB:READC:POKE5
4296,15:POKE54277,9:POKE54278,248
1710 POKE54273,B:POKE54272,C:POKE54276,1
7:FORT=0TOA:NEXT:POKE54276,0:POKE54277,0
:POKE54278,0:NEXT
1720 RETURN
2000 FORQQ=0TO31:READA:READB:READC:POKE5
4296,15:POKE54277,9:POKE54278,248
2010 POKE54273,B:POKE54272,C:POKE54276,1
7:FORT=1TOA:NEXT:POKE54276,0:POKE54277,0
:POKE54278,0:NEXT
2020 RETURN
```



KILLER KONG

PART ONE

```
1 POKE36878,15
10 FORI=7168TO7679:POKEI,PEEK(25600+I):N
EXT:PRINT"♥"
20 FORR=7168TO7167+232:READD:POKER,D:NEX
T:POKE36878,15
30 DATA24,88,126,26,56,40,44,68,24,26,12
6,88,28,20,52,34,129,255,129,255,129,255
,129,255
40 DATA0,255,255,255,0,0,0,0,126,129,255
,129,255,129,126,0
50 DATA24,60,102,219,219,102,60,24
55 DATA0,219,146,210,82,219,0,0,0,187,17
0,187,178,171,0,0
57 DATA1,3,7,15,59,43,63,13
60 DATA128,192,224,240,220,212,252,220,1
5,12,11,15,7,63,127,195
70 DATA240,48,208,240,224,252,254,195
90 DATA238,238,0,187,187,0,238,238,128,1
28,192,248,224,96,62,28
100 DATA8,82,60,190,125,60,74,8
110 DATA90,90,126,24,60,126,36,36,4,8,24
,44,94,126,60,24
120 DATA8,24,56,8,8,8,62,0,60,36,4,60,32
,36,60,0
130 DATA0,6,18,18,210,254,254,0
140 DATA255,197,213,213,197,253,237,237,
237,237,253,237,237,237,229,255
150 DATA 0,108,254,254,124,56,16,0
160 DATA0,117,37,37,37,37,0,0,0,247,84,8
5,84,87,0,0,0,87,85,87,84,116,0,0
170 DATA60,60,36,36,36,36,60,0
180 DATA216,219,219,250,219,216,216,0,1,
77,72,97,0,0,0,0
```

RUNS ON A VIC 20 IN 3.5K

BY MARK PHILLIPS

That crazy monkey, Killer Kong, is up to his old tricks of stealing Mario the Italian carpenter's girlfriend and imprisoning her at the top of the Empire State Building.

In this version of the game, you step into the shoes of the gallant Mario, battling against the evil gorilla in a brave attempt to reach the top of the building and free your sweetheart from the beast's clutches.

Every step that you take is filled with danger. Barrels of flaming oil rain down from the top of the building and roll along the platforms towards you. You only have a short time to reach the girl before you collapse from exhaustion, but you can keep your strength up with regular intakes of apples along the way.

The program is in two parts. The first contains all the graphics data and the second the main program. Each should be typed in separately and saved on to tape or disc and then loaded into the computer. Full instructions are included in the listings.

```
200 PRINT"":POKE36879,29
210 PRINT"KILLER KONG!"
220 PRINT"PROGRAMMED BY:"
230 PRINT"MARK PHILLIPS":PRINT"
GRAPHICS BY:"
240 PRINT"K.EARL"
250 PRINT"
INSTRUCTIONS(Y/N)":PRINT"":INPUTN$
260 IFN$<>"Y"THENGOTO1000
270 PRINT""
300 PRINT"INSTRUCTIONS!"
310 PRINT""
320 PRINT"MARIO'S GIRLFRIEND ":PRINT"W
AS KIDNAPPED BY KONG"
330 PRINT"YOU MUST SAVE HER!!"
340 PRINT"AVOID FALLING BARRELS"
350 PRINT"& FIREBALLS"
360 PRINT"BY JUMPING THEM":PRINT"US
E: Z=LEFT X=RIGHT"
370 PRINT"F1 TO CLIMB LADDERS "
380 PRINT"& JUMP!!!!"
390 PRINT"HIT A KEY"
400 GETA$:IFA$=""THEN400
410 PRINT"":PRINT"YOU HAVE A LIMITED
":PRINT"AMOUNT OF TIME."
430 PRINT"COLLECT THE APPLES":PRINT"FO
R LENGHENED PLAY"
435 PRINT"YOU HAVE 2 LIVES":PRINT"WHIC
H YOU MUST USE":PRINT"CAREFULLY!!!"
436 PRINT"HIT A KEY"
440 GET A$:IFA$=""THEN440
1000 PRINT"":PRINT"NOW TYPE 'NEW'":PR
INT"AND THEN TYPE 'LOAD'"
1010 PRINT"TO PLAY KILLER KONG!"
2000 FORTY=1TO27:POKE36878,15
2010 READR,Z
2020 POKE36875,R:FORT=1TOZ:NEXTT:POKE368
75,0:NEXTTY
2030 DATA217,400,213,400,223,400,227,200
,234,200,230,400,227,200,234,200,230,400
2040 DATA223,400,227,400,217,400,213,600
,223,400,227,200,234,200,230,400
2050 DATA227,200,234,200,230,400,223,400
,227,400,217,400,213,600,227,400,217,400
,213,600
```

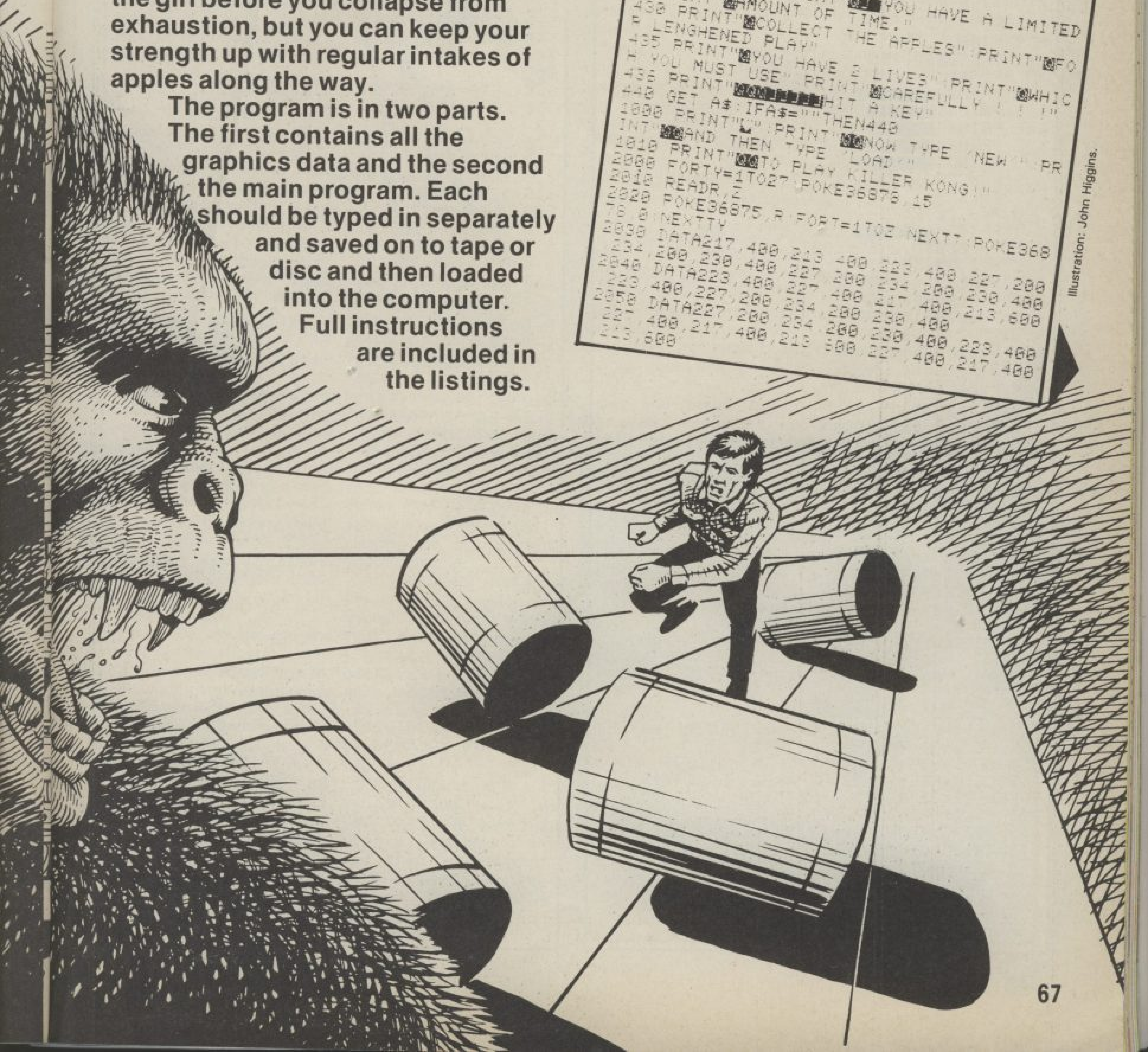


Illustration: John Higgins.

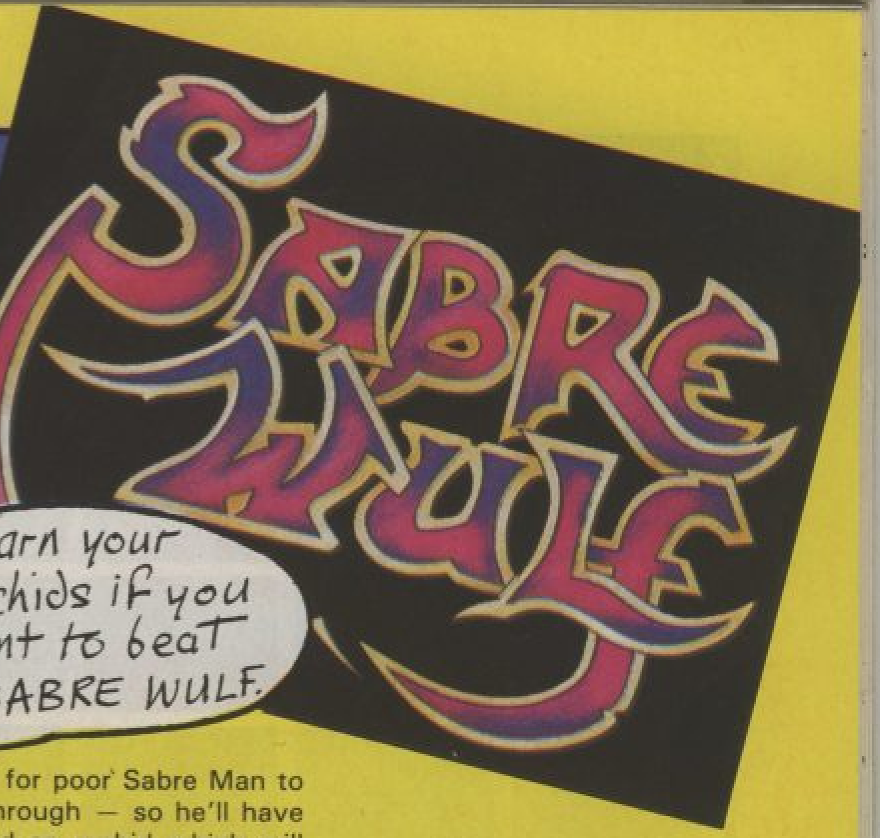
PROGRAM STRUCTURE	
1-8 set up variables	10 graphics mode
4 auto-repeats the keys	100-190 sets up screen
5 volume to full power	1000-1030 death routine
	2000-2030 jump routine

VARIABLES

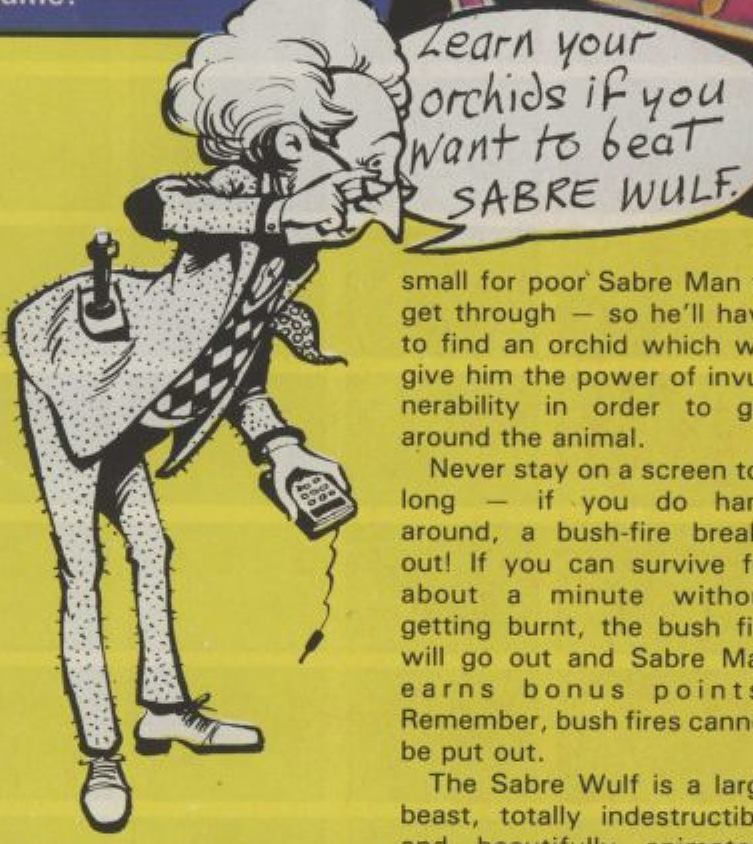
c	= top fireball's position	sr	= time remaining to save the girl
v	= bottom fireball's position	z	= random fireball drops
t.	= rate of barrel's movements	sp	= speed of barrel
		a	= Mario's movements

PART TWO

```
2 SP=10
3 C=7909
4 POKE650,255
5 POKE36878,15
6 V=8130
7 T=0
8 SR=400
10 POKE36869,255
15 PRINT"■":POKE36879,10
100 PRINT"■■■■■■■■CCCCCCC CCCC CCCCCCC"
105 PRINT"■■■■■■CCCCCCCC CCCCCC CCC "
106 PRINT"■■■■■■CCCCCCCCCCCCCCCCCCCC"
107 PRINT"■■■■■■CCCCCCCCCCCCCCCCCCC "
108 PRINT"■■■■■■■CCC"
109 POKE7726,8:POKE7727,9:POKE7748,10:POKE7749,11
110 A=8122:POKEA,1
111 PRINT"■■■■■■■LLLL":PRINT"■■LLLL"
120 POKE8050,2:POKE8072,2:POKE8094,2:POKE8116,2:POKE38770,1
130 POKE7924,2:POKE7946,2:POKE7968,2:POKE7990,2:POKE38644,1
140 POKE7831,2:POKE38551,1:POKE7853,2:POKE7875,2:POKE7897,2
150 POKE7775,2:POKE7753,2:POKE7731,2:POKE7709,2
160 POKE7684,15
170 POKE8064,16
180 POKE7852,16
190 POKE7699,26
199 LETZ=INT(RND(1)*2)+1
200 F=1
300 LETZ=INT(RND(1)*2)+1
400 GETA$
410 FORT=1TOSP:NEXTT:POKE36875,255:POKE36875,0
420 POKEC,14
425 LETII=INT(RND(1)*3)+1:IFII=1THENLETC=C+1:POKEC-1,32:POKEC,14
430 IFII=2THENLETC=C-1:POKEC+1,32:POKEC,14
435 LETFF=PEEK(C-1):IFFF=1ORFF=0THENGOTO1000
440 IFC<7901ORC>7921THENPOKEC,32:LETC=7901
444 IFA>8164THENGOTO1000
445 LETQ=PEEK(A+22):IFQ=32THENLETA=A+22:POKEA-22,32:POKEA,1:GOTO444
450 LETSM=SM+1:IFSM>SRTHENGOTO6000
455 LETW=PEEK(B+22):IFW=32THENLETB=B+22:POKEB-22,32:POKEB,4:LETU=U+1:GOTO535
460 POKE7682,32:POKE7683,32
465 IFB>8140THENPOKEB,32:LETS=0:LETU=0:LETB=7810:GOTO8000
475 IFS=0ANDZ=1THENLETB=7802:POKEB,5:LETS=1
480 IFS=0ANDZ=2THENLETB=7796:POKEB-1,13:POKEB,5:LETS=1
485 IFB>7856THENPOKE7795,32
490 IFF=1ORF=3THENLETB=B+1:POKEB-1,32:POKEB,5:LETS=1
495 IFA>7792ANDA<7796THENGOTO1000
500 IFF=2ORF=4THENLETB=B-1:POKEB+1,32:POKEB,5
505 POKE8163,20:POKE8185,21:POKE38905,7:POKE38883,7
510 LETX=PEEK(B+1):IFX=1ORX=0THEN1000
515 IFA>8141THEN1000
520 IFA<7687THEN4000
525 POKE7694,6:POKE7695,7
530 POKE7682,27:POKE7683,28
535 IFA$="Z"THENLETJ=2:GOTO600
540 IFA$="X"THENLETJ=1:GOTO700
545 IFA>8141THEN1000
550 IFA$="■"THEN800
555 IFA<7687THEN4000
560 LETQW=INT(RND(1)*2)+1
565 IFQW=1THENLETV=V+1:POKEV-1,32:POKEV,14
570 IFQW=2THENLETV=V-1:POKEV+1,32:POKEV,14
575 LETQWE=PEEK(V-1):IFQWE=0ORQWE=1THEN1000
580 IFV<8121ORV>8140THENPOKEV,32:LETV=8140:LETE=0
585 IFSC=1THENPOKE7699,17
590 IFSC=2THENPOKE7699,18
595 GOTO400
600 LETO=PEEK(A-1):IFO=5ORO=14THENGOTO1000
610 LETA=A-1:POKEA+1,32:POKEA,0:GOTO400
700 LETO=PEEK(A+1):IFO=5ORO=14THENGOTO1000
710 LETA=A+1:POKEA-1,32:POKEA,1:GOTO400
800 LETZ=PEEK(A-22):IFZ=2THEN2000
810 IFJ=1THENGOTO850
815 IFJ<>2THENGOTO200
820 LETA=A-23:POKEA+23,32:POKEA,0:POKE36876,255:POKE36876,0
825 LETQA=PEEK(A-46):IFQA=16THENPOKE36876,240:LETSM=SM-100
830 LETG=G+1:IFG=3THENLETG=0:LETA=A+66:POKEA-66,32:POKEA,0:LETJ=0:GOTO400
840 GOTO820
850 LETA=A-21:POKEA+21,32:POKEA,1:POKE36876,255:POKE36876,0
855 LETQA=PEEK(A-42):IFQA=16THENPOKE36876,240:LETSM=SM-100
860 LETG=G+1:IFG=3THENLETG=0:LETA=A+66:POKEA-66,32:POKEA,1:LETJ=0:GOTO400
870 GOTO850
1000 POKEA,19
1005 FORT=128TO255:POKE36876,T:POKE36876,0:NEXTT
1010 LETL(1)=L(1)+1:IFL(1)=2THENLETL(1)=0:GOTO6020
1020 FORX=1TO255:POKE36874,X:POKE36874,0:POKEA,32:LETA=8125:POKEA,1
1030 POKEV,32:LETV=8131:POKE8069,16:GOTO400
2000 LETA=A-22:POKEA+22,32:POKEA,0:LETG=0
2010 LETA=A-22:POKEA+22,2:POKEA,0:POKE36876,255:POKE36876,0
2020 LETG=G+1:IFG>3THENLETG=0:GOTO400
2030 GOTO2010
4000 LETSP=SP-2:LETSC=SC+1:POKEA-1,22
4010 FORS=128TO255:POKE36875,S:POKE36875,0:NEXTS:POKEA-1,32
4020 POKEA,32:POKEB,32:A=8125:B=0:S=0:F=1:POKEA,1:LETSR=50:GOTO400
6000 POKE7684,19:POKEA,19
6010 POKE7738,23:POKE7739,24:POKE7741,25
6020 FORZ=128TO255:POKE36876,Z:POKE36875,Z:POKE36874,Z:NEXTZ:POKE36876,0:POKE36875,0
6030 POKE36874,0:FORZ=1TO300:NEXTZ
6040 RUN
8000 POKE36877,128:FORZ=1TO70:NEXTZ:POKE36877,0:GOTO200
```



Everyone is talking about Ultimate's latest hit, *Sabre Wulf* — already riding high in the *C&VG/Daily Mirror* Top 30. But not everyone has a map of the Wulf's jungle. Until now that is! Our ace games surveyor, Aonghas de Barra — the man behind our *Jet Set Willy* map a couple of issues ago — has come up with an in-depth look at the game's many locations. And Professor Video has also been delving into the jungle to bring you a few hints and tips on playing this great new game!



Sabre Wulf is similar in concept to Ultimate's other top game *Atic Atac*, but its playing area is much bigger — 256 screens in all. It's a very complex layout, as our map overleaf shows quite clearly!

The aim of the game is to discover four lost bits of an amulet and get past the nasty Sabre Wulf. Sounds easy — but believe me it's not!

Obviously, as the game is so new, we can't claim to have found all the tricks necessary to beat the Wulf. But we reckon our Prof., helped by Aonghas and several other *C&VG* readers, has managed to find some hints and tips which should see you well on your way. We'd like to thank Kevin Williams of Watford, Adam Lacy-Hilbert of Frome, Somerset, James Milner of Coventry and Julian O'Hare of Slough, Berkshire. Now on with the game!

Only one route out of many available leads to the cave entrance — the black cave above the starting room. Always keep your sword ready when entering a new screen. You never know what might be lurking there! But remember not to charge into rhinos, hippos or Indians — you can only turn these away with your weapon but not kill them.

You may charge into the other beasts, such as tarantulas, scorpions and snakes, with your sword at the ready as you can kill them!

Orchids are another key to your survival in the jungle. If you come across one of these plants growing in the jungle, wait for it to bloom.

Another useful survival trick is to find one of the little red statues which inhabit the jungle. Collect one of these and you earn a bonus life. You'll need all you can get!

The amulet which you need to find and piece together in order to escape is split into four sections and scattered around at random among the many clearings. To collect all four bits of the amulet requires great skill and dexterity.

The pieces are always found in a corner of a clearing. Be careful when you spot one, though, as an Indian may be waiting just above where you enter the clearing and will swiftly kill you! So beware.

As you collect each bit of the amulet — which incidentally looks like a wolf, or Wulf's head when assembled — more and more jungle beasts appear to make life more dangerous.

If at any stage a hippo or a rhino is sleeping in your path, you can deal with it in this fashion.

If the hippo/rhino is in the left corner and the path you want to follow goes right, get below the hippo / rhino and then simultaneously push your sword up and to the right. This will shift the reluctant animal.

Sometimes the gap is too small for poor Sabre Man to get through — so he'll have to find an orchid which will give him the power of invulnerability in order to get around the animal.

Never stay on a screen too long — if you do hang around, a bush-fire breaks out! If you can survive for about a minute without getting burnt, the bush fire will go out and Sabre Man earns bonus points. Remember, bush fires cannot be put out.

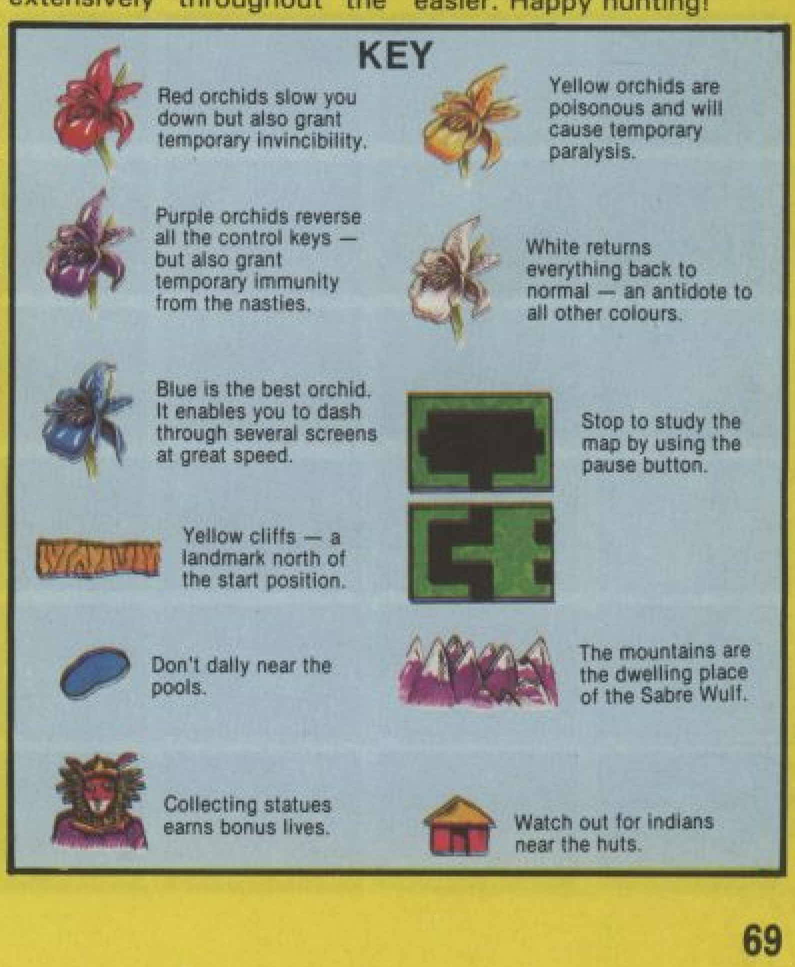
The Sabre Wulf is a large beast, totally indestructible and beautifully animated. Just watch him pounce! The Wulf roams the bottom of the map and guards his lair. Keep clear of him, he is deadly and doesn't like humans.

Use the pause button extensively throughout the game and plan your moves for each screen in advance.

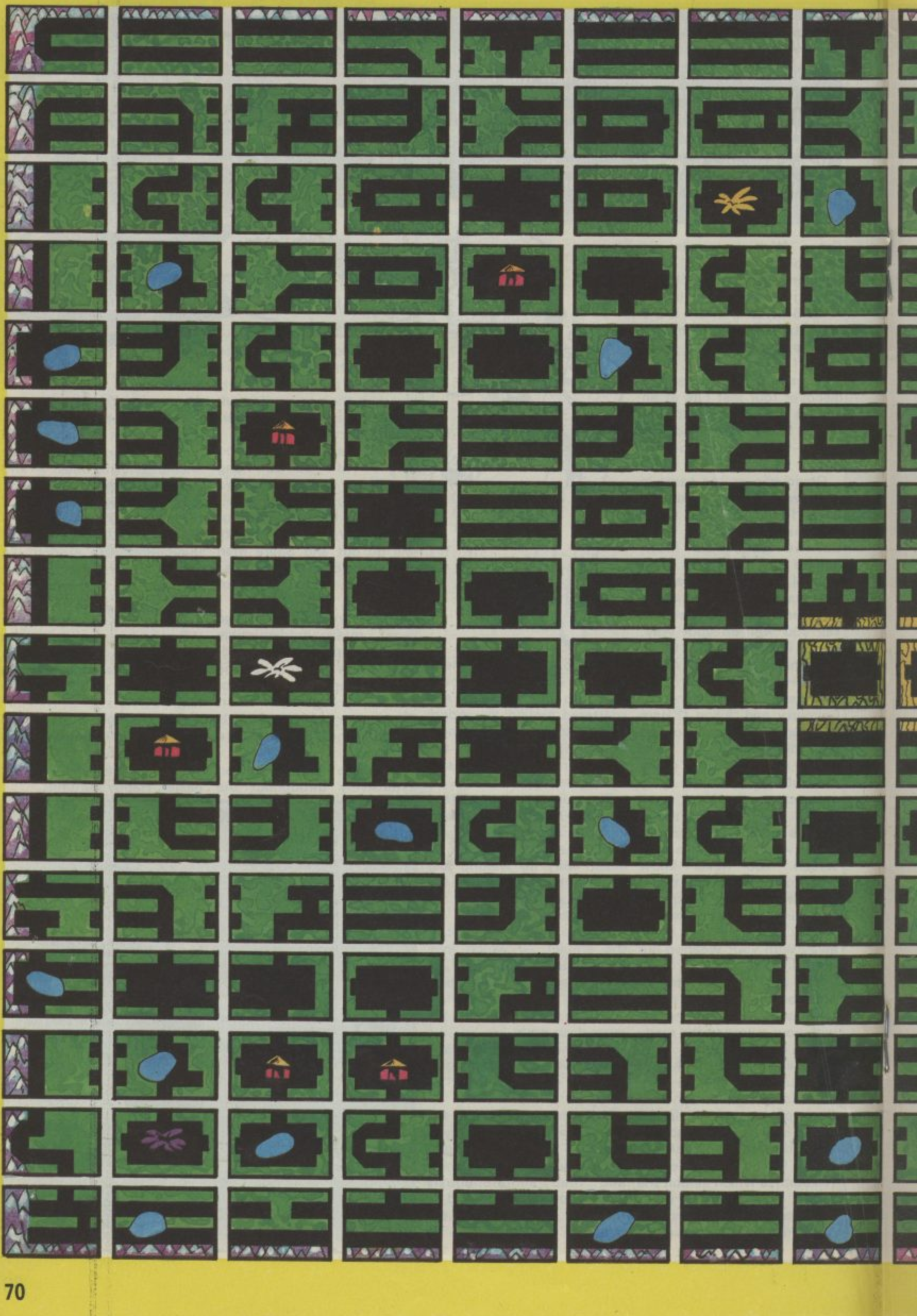
You might have trouble getting by the first rhino you encounter. This beast — and others you come across — can be dealt with like this.

Rhinos can be attacked from behind — but watch out they don't turn around! To get by the first rhino, follow him to the left with your "left", "down" and "sword" keys pressed. When he turns around, move towards him — with those keys still pressed — and you should find yourself below him.

Now, armed with all this invaluable information, a trip into the *Sabre Wulf* jungle should be just that little bit easier. Happy hunting!



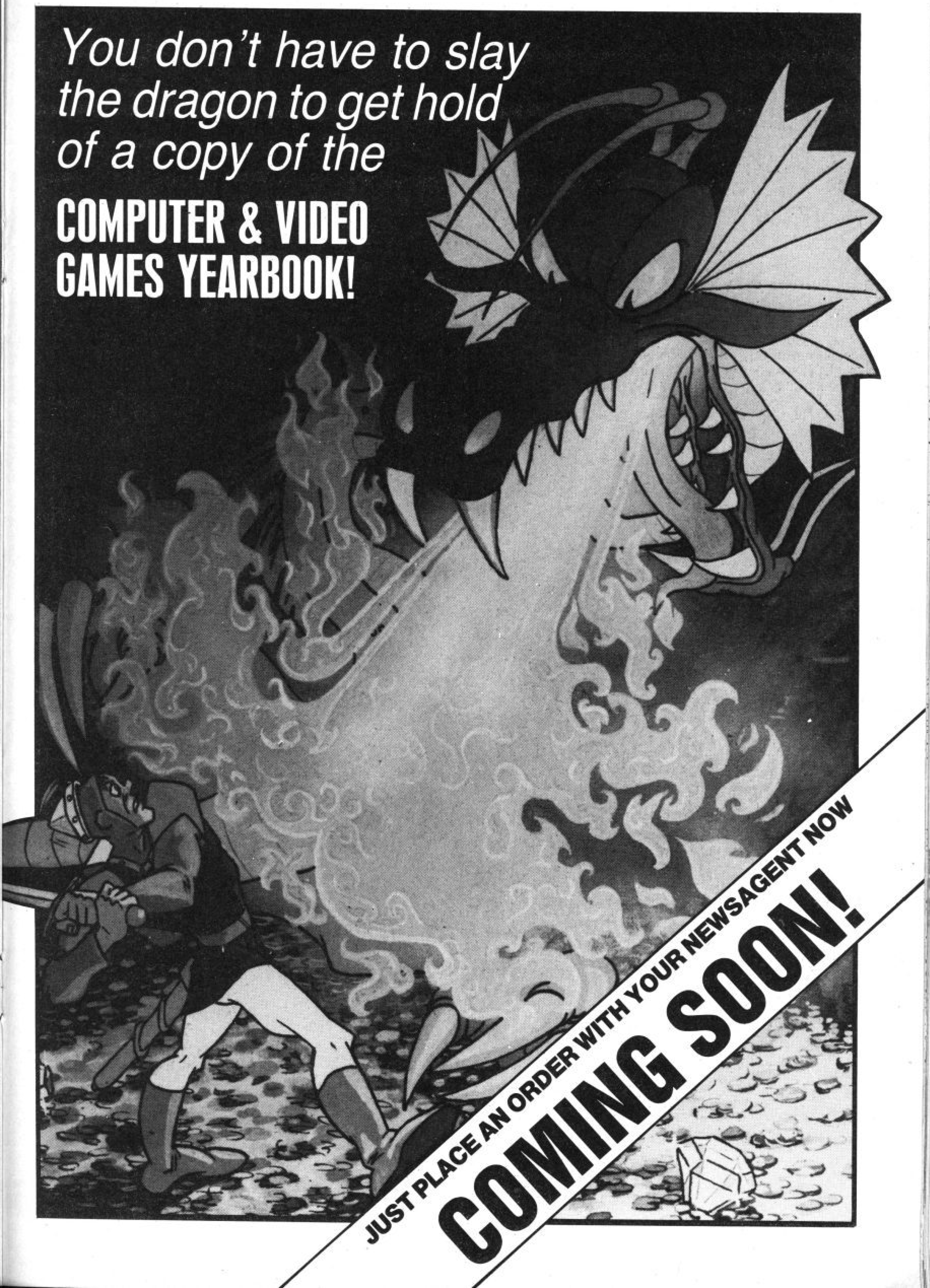
Illustrations: Ivan Allen




START



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```
1 PRINT"♥":PRINT"QQQQQ   PLEASE WAIT"
2 PRINT"Q  SETTING GRAPHICS"
10 POKE52,28:POKE56,28:FORG=7168TO7679:POKEG,PEEK(G+25600):NEXT:G=0
11 READA:IFA=999THEN35
12 POKE7168+G,A:G=G+1:GOTO11
13 DATA255,129,129,129,129,129,129,255
14 DATA129,66,60,36,36,60,66,129
15 DATA0,24,36,90,90,36,24,0
16 DATA0,118,69,69,116,20,118,0
17 DATA174,164,164,164,228,164,164,174
18 DATA245,133,133,133,135,181,149,245
19 DATA4,2,1,127,127,1,2,4
20 DATA0,8,8,120,30,16,16,0
21 DATA0,16,16,30,120,8,8,0
22 DATA0,126,24,24,24,24,24,0
23 DATA0,126,66,126,96,88,76,0
24 DATA0,126,66,66,126,66,66,0
25 DATA0,60,24,24,24,24,60,0
26 DATA0,64,64,64,66,66,126,0
27 DATA0,126,64,64,120,64,126,0
28 DATA0,126,64,64,78,66,126,0
29 DATA0,66,102,90,66,66,66,0
30 DATA0,126,66,66,66,66,126,0
31 DATA0,66,66,66,36,36,24,0
32 DATA999
35 G=384
36 READZ:IFZ=999THEN50
37 POKE7168+G,Z:G=G+1:GOTO36
38 DATA0,126,70,74,82,98,126,0
39 DATA0,24,8,8,8,8,62,0
40 DATA0,126,2,2,126,64,126,0
41 DATA0,126,2,2,30,2,126,0
42 DATA0,64,64,68,68,126,4,0
43 DATA0,126,64,126,2,2,126,0
44 DATA0,126,64,64,126,66,126,0
45 DATA0,126,2,4,8,16,32,0
46 DATA0,126,66,66,126,66,126,0
47 DATA0,126,66,126,2,2,2,0,999
50 PRINT"♥LOAD TRAILER":NEW

READY.
```

RUNS ON A VIC 20 IN 3.5K

BY MICHAEL BOOTH

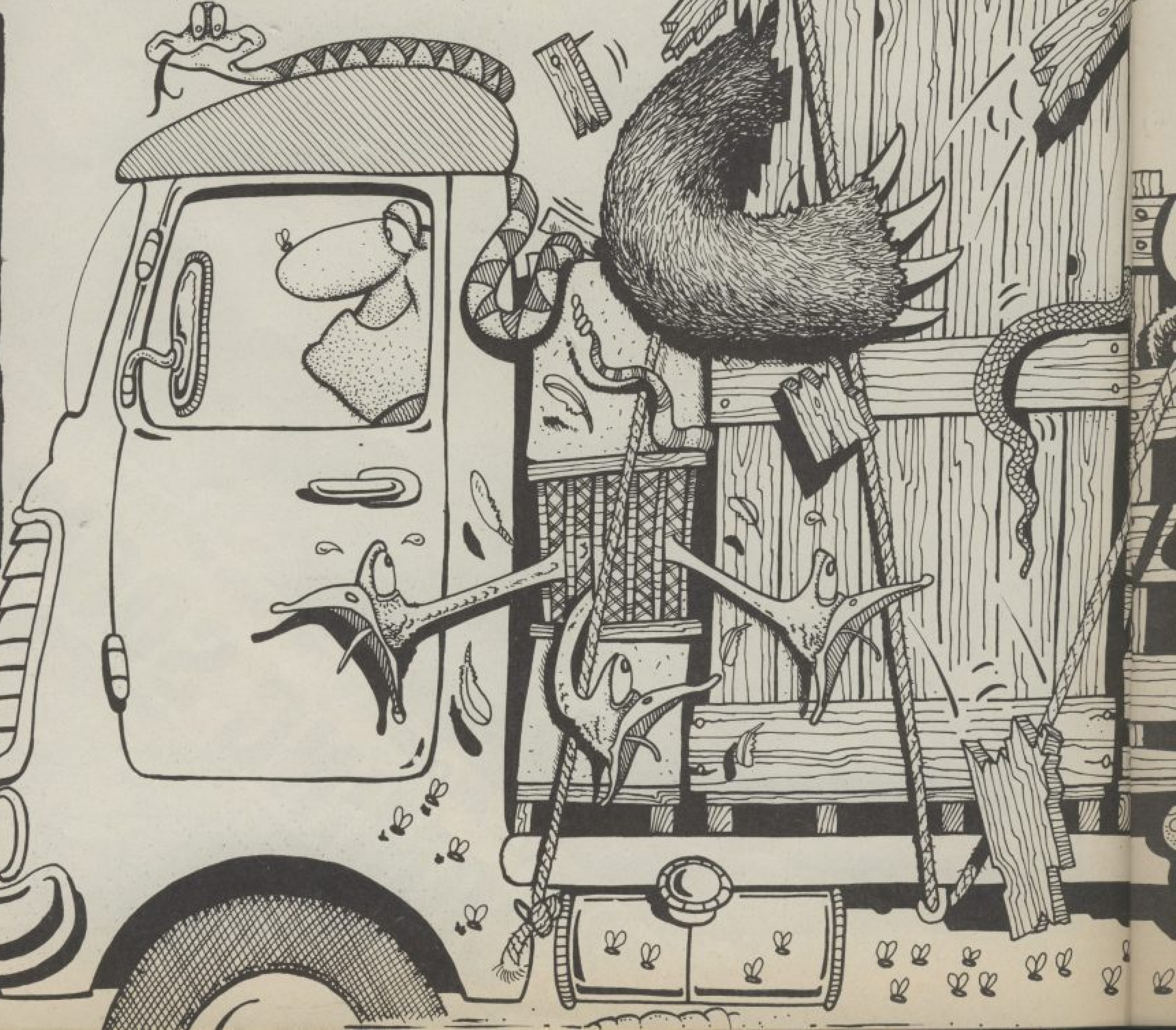
TRAILER

The life of a truck driver is free and relaxed. Perched up in the cabin of your juggernaut, the outside world is miles away as you thunder down the motorway to your destination, hundreds of miles over the horizon.

But, there are a couple of weeks a year which every truckie hates — summer holiday month.

Cars jam packed with irrate drivers, bawling children and very hot passengers pour onto the usually calm motorways on their way to the seaside resorts and channel ports.

The program has been written in two parts. Type the first program into the computer, save it onto tape, clear the machine memory then enter part two and save that onto tape as well.



```
1 POKE36878,15:POKE36879,8:POKE650,128:H
I=0
10 PRINT"":POKE36869,240:GOSUB500:PRIN
T"":GOTO770
11 PRINT"":POKE36869,255:SC=0:A=7900+10
:X=0
12 FORB=8164TO8185:POKEB,0:POKEB+30720,2
:NEXT
13 FORB=7723TO7702STEP-1:POKEB,0:POKEB+3
0720,2:NEXT:GOSUB100
15 POKEA,1:D=INT(RND(1)*7)-1:IFJ=1THENGO
SUB550:GOTO20
16 GETA$:IFA$="P"THENX=-22
17 IFA$="."THENX=22
18 IFA$="L"THENX=-1
19 IFA$=","THENX=1
20 IFPEEK(A+X)=0THEN700
21 PRINT"IJKLMNJ C "SC
22 IFPEEK(A+X)=2THENGOSUB150
50 A=A+X:POKEA-X,0:POKEA-X+30720,D:GOTO1
5
100 FORE=1TO3:H=INT(RND(1)*420)+1:POKE77
24-H,2
101 FORN=250TO245STEP-1:POKE36876,N:POKE
36875,N:NEXT:POKE36875,0:POKE36876,0
102 POKE7724+H+30720,4:NEXT:RETURN
150 FORN=200TO208:POKE36874,N:POKE36875,
N:NEXT:POKE36874,0:POKE36875,0
151 SC=SC+25:GOSUB100:RETURN
500 PRINT"          ENTER":PRINT" JOY
STICK OR KEYBOARD":PRINT"        CONTROL"
501 PRINT" PRESS 'K' OR 'J' KEY"
502 GETZ$:IFZ$="J"THENJ=1:POKE37154,127:
RETURN
503 IFZ$="K"THENJ=0:RETURN
505 GOTO502
550 C=PEEK(37137)+PEEK(37152):IFC=369THE
NX=-22
551 IFC=365THENX=22
552 IFC=357THENX=-1
553 IFC=245THENX=1
554 RETURN
700 FORN=200TO230:POKE36877,N:POKE36876,
N:NEXT:POKE36877,0:POKE36875,0
701 E=200:R=254:FORG=1TO20:POKE36877,R:P
OKE36877,E
702 POKE36875,R:POKE36875,E:E=E+1:R=R-1:
NEXT
703 POKE36877,0:POKE36875,0
704 T=A+22:Y=A-22:U=A-1:I=1:TA=22:YB=-22
:UC=-1:ID=1
705 FORL=1TO8:POKEY,7:POKET,7:POKEU,7:PO
KEI,7:POKE36877,230
706 IFPEEK(T+TA)=0THENTA=-TA
707 IFPEEK(Y+YB)=0THENYB=-YB
708 IFPEEK(U+UC)=0THENUC=-UC
709 IFPEEK(I+ID)=0THENID=-ID
710 POKET,8:POKEY,8:POKEU,8:POKEI,8:T=T+
TA:Y=Y+YB:U=U+UC:I=I+ID
711 POKET-TA,32:POKEY-YB,32:POKEU-UC,32:
POKEI-ID,32
712 POKE36877,0:NEXTL
713 FORT=1TO800:NEXT:FORT=1TO45:PRINT:NE
XT:PRINT""
714 PRINT"          OKPN QRNJ"
715 R=128:E=254:T=200:P=230:FORN=1TO40
716 POKE36877,E:E=E-1:IFE=200THENE=230
717 R=R+1:POKE36874,R:POKE36876,R:IFR=22
0THENR=200
718 POKE36876,T:T=T+1:IFT=254THENT=250
719 POKE36874,P:POKE36875,P:P=P-1:IFP=20
0THENP=225
720 NEXTN:POKE36877,0:POKE36875,0:POKE36
876,0:POKE36874,0
721 IFSC>HITHENHI=SC
722 POKE37137,0:PRINT"        C "SC:PRIN
T"        DE F "HI
723 V=PEEK(197):IFV=18THENGOSUB750:GOTO1
0
724 IFV=32THENGOSUB750:GOTO11
725 M=PEEK(37137)+PEEK(37152):IF(MAND32)
=0THENGOSUB750:GOTO11
726 GOTO723
750 FORN=200TO220:POKE36874,N:NEXT:POKE3
6874,0:RETURN
770 PRINT"        PRESS SPACE"
771 GETS$:IFS$=""THEN771
772 GOTO11
```

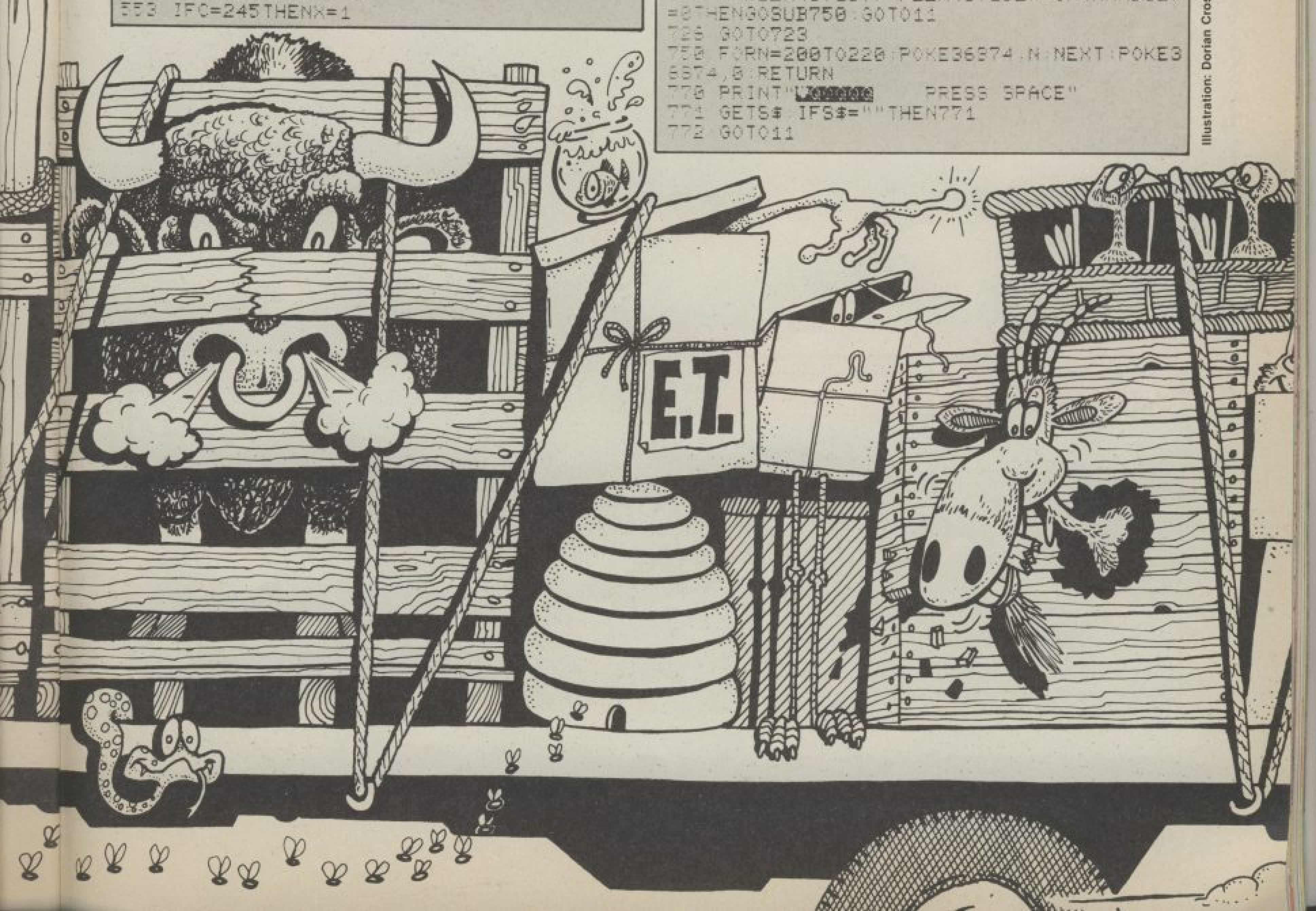


Illustration: Dorian Cross

C & VG SOFTWARE FORM

Have you written a games program which you feel is just right for C&VG? If so we have come up with a form to ensure that we can test it out and give you our views on it, as quickly as possible.

We would prefer a tape and listing but can work from just a tape and will return it to you if it doesn't find its way into the magazine. We will also need an additional sheet explaining the game and its theme. And any documentation like lists of variables or how certain routines are working, would be of great help to beginners. Please make sure that your name, address and the program name is on everything you send us, including the cassette itself.

This form will merely help us to keep a check on your game as it goes through our testing process and make sure we have all the information we need to present it properly in the magazine.

If you don't want to cut up the magazine, we will accept photocopies or close copies of this page. This form will be appearing regularly in C&VG issues from now on.

Remember we pay £10 for each listing published and you could win our Programmer of the Year Contest where we will try to turn the winner into a best-selling games author.

Program name: ....

Machine make: .... Model ....

Other models it should run on: .... Number of K needed to run it: ....

Other equipment (joysticks, Extended Basic, add ons, etc.) needed to run it: ....

Author's Christian name: .... Sur-name: ....

Address: ....

....

.... Tel: .... Date: ....

Type of game: (If original please say so) ....

Loading instructions: ....

Game instructions: (If not included in the listing) ....

....

....

Office use only

Date received:	Evaluator's comments
Acknowledgement sent: ☐	Good enough to publish ☐
Name of evaluator:	Needs some tidying up ☐
Date sent out:	Not worth publishing ☐
Date due back:	Same game already published on this micro ☐
Needs to be returned to author for alterations: ☐ Date sent:	
Due to be published in issue of magazine.	Wouldn't load ☐



Your destroyer patrols the entrance to a harbour used by your navy to build and test vital new military weapons being developed for underwater warfare.

The entrance to the harbour is under constant attack from enemy submarines intent on destroying all the valuable work that is being conducted. Your job is to make sure that none of the subs slip past your security net into the base.

Unfortunately, due to huge costs involved in building the new weapons, your ship has been equipped with a limited supply of depth charges and you have only one chance to hit each separate submarine.

Full instructions are included in the listing.

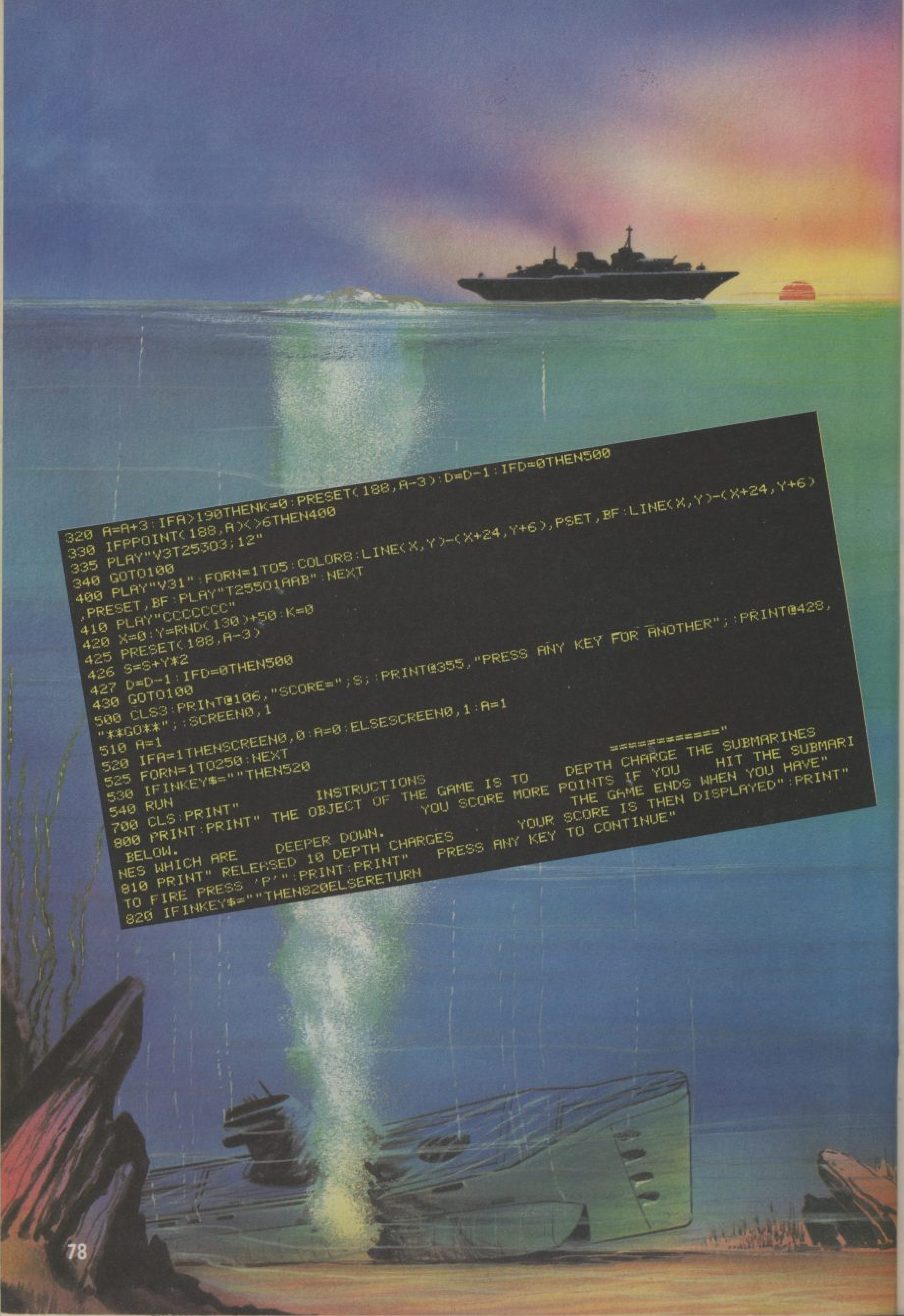
SUB KILL

RUNS ON DRAGON 32

BY IAN MATHER

```
        1 PLAY"T25501"
5 DIMA(4,4)
6 GOSUB700
10 PMODE3,1:SCREEN1,1:COLOR7,6:PCLS
20 LINE(0,0)-(256,40),PSET,BF
30 LRAW"C5BM180,42R16U1R2L20U1R22U1L22U1L2R26L20U1R12U1L10U
   -4
   )RAW"BM12,180R10U1R2L14U1R16U1L18R4U1R8L4U1R2U1
   ET(0,174)-(24,180),A
   <=0:Y=174:D=10
   PUT(X,Y)-(X+24,Y+6),A
   <=X+4
   FX>=232THENLINE(X-4,Y)-(X+24,Y+6),PRESET,BF:X=0:Y=RND(130)+50
   FINKEY$<>""ORK=1THEN300
   ORN=1TO50:NEXT
   OTO100
   FK=0THENK=1:A=46
   SET(188,A,5):PRESET(188,A-3)
```

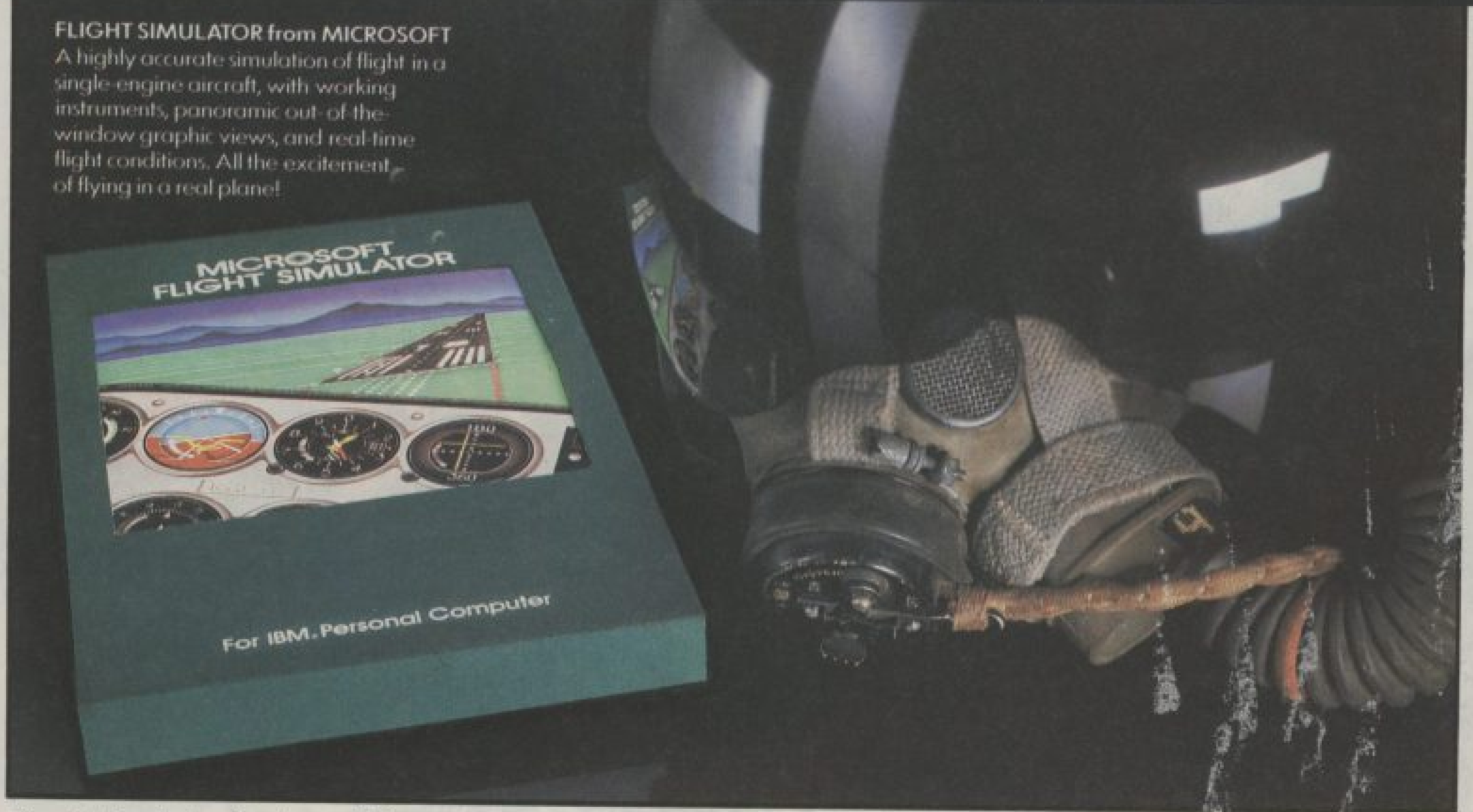
Illustration: John Higgins



```
320 A=A+3:IFA>190THENK=0:PRESET(188,A-3):D=D-1:IFD=0THEN500
330 IFPPOINT(188,A)<>6THEN400
335 PLAY"V3T25303;12"
340 GOTO100
400 PLAY"V31":FORN=1TO5:COLOR8:LINE(X,Y)-(X+24,Y+6),PSET,BF:LINE(X,Y)-(X+24,Y+6)
,PRESET,BF:PLAY"T25501AAB":NEXT
410 PLAY"CCCCCCC"
420 X=0:Y=RND(130)+50:K=0
425 PRESET(188,A-3)
426 S=S+Y*2
427 D=D-1:IFD=0THEN500
430 GOTO100
500 CLS3:PRINT@106,"SCORE=";S;:PRINT@355,"PRESS ANY KEY FOR ANOTHER";:PRINT@428,
"**GO**";:SCREEN0,1
510 A=1
520 IFA=1THENSCREEN0,0:A=0:ELSESCREEN0,1:A=1
525 FORN=1TO250:NEXT
530 IFINKEY$=""THEN520
540 RUN
700 CLS:PRINT"            INSTRUCTIONS            ============"
800 PRINT:PRINT" THE OBJECT OF THE GAME IS TO    DEPTH CHARGE THE SUBMARINES
 BELOW.      YOU SCORE MORE POINTS IF YOU    HIT THE SUBMARI
NES WHICH ARE    DEEPER DOWN.      THE GAME ENDS WHEN YOU HAVE"
810 PRINT" RELEASED 10 DEPTH CHARGES      YOUR SCORE IS THEN DISPLAYED":PRINT"
TO FIRE PRESS 'P'":PRINT:PRINT"   PRESS ANY KEY TO CONTINUE"
820 IFINKEY$=""THEN820ELSERETURN
```



THE ENTERTAINERS



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It is not often that the hardened members of the *Computer & Video Games'* review team get enthusiastic. I mean, when you've zapped as many aliens as they have, no computer game seems that big a deal.

Well, David Brimley's game, The Enchanted Castle, certainly shocked our review team into a fervour of enthusiasm.

The one problem with the game is that the listing is very long — it takes up the entire memory of a BBC model B. We decided that we couldn't fill the whole magazine with one listing, but we also decided we couldn't deny our BBC readers the chance to play one of the best games we've ever come across. So we've compromised. This month we've printed the first half of the listing and the final part will be published in the October issue of *C&VG*.

Basically, the game is a graphical Adventure game set in a seemingly deserted castle, but we guarantee that the graphics will knock your eyes out.

To find any of the words the game understands, simply type in the keyword VOCAB.

BY DAVID BRIMLEY

Enchanted Castle

RUNS ON A BBC MODEL B



```
   1HI=10:HI$="THE WIZARD"
  10MODE4:PROCopenscreen
  11VDU28,0,31,39,26
  12L=550:COM=0:CR=0:AM=0:NM=0:
TD=0:MN=0:beer=0
  13GD=0:F=RND(9):PROCstring:st
ay=1:vin=0:DV$="999"
  14B$="":AMM=0:SC=0:GC=0:PASS=
0
  15ZIG=0:CR=0:SD=0:K=0:M=0:OT=
0:ODOOR=0
  16READSS:READTT
  17IFSS=0THEN100:IFTT=0THEN100
  18SOUND2,-15,SS,TT:SOUND3,-15
,SS,TT
  19DATA97,15,97,5,101,5,97,5,1
01,5,97,5,101,10,97,2,89,5,81,5,
77,10,0,0
  20VDU19,0,RND(4),0,0,0:GOTO16

 100VDU19,0,0,0,0,0:PROCscreen

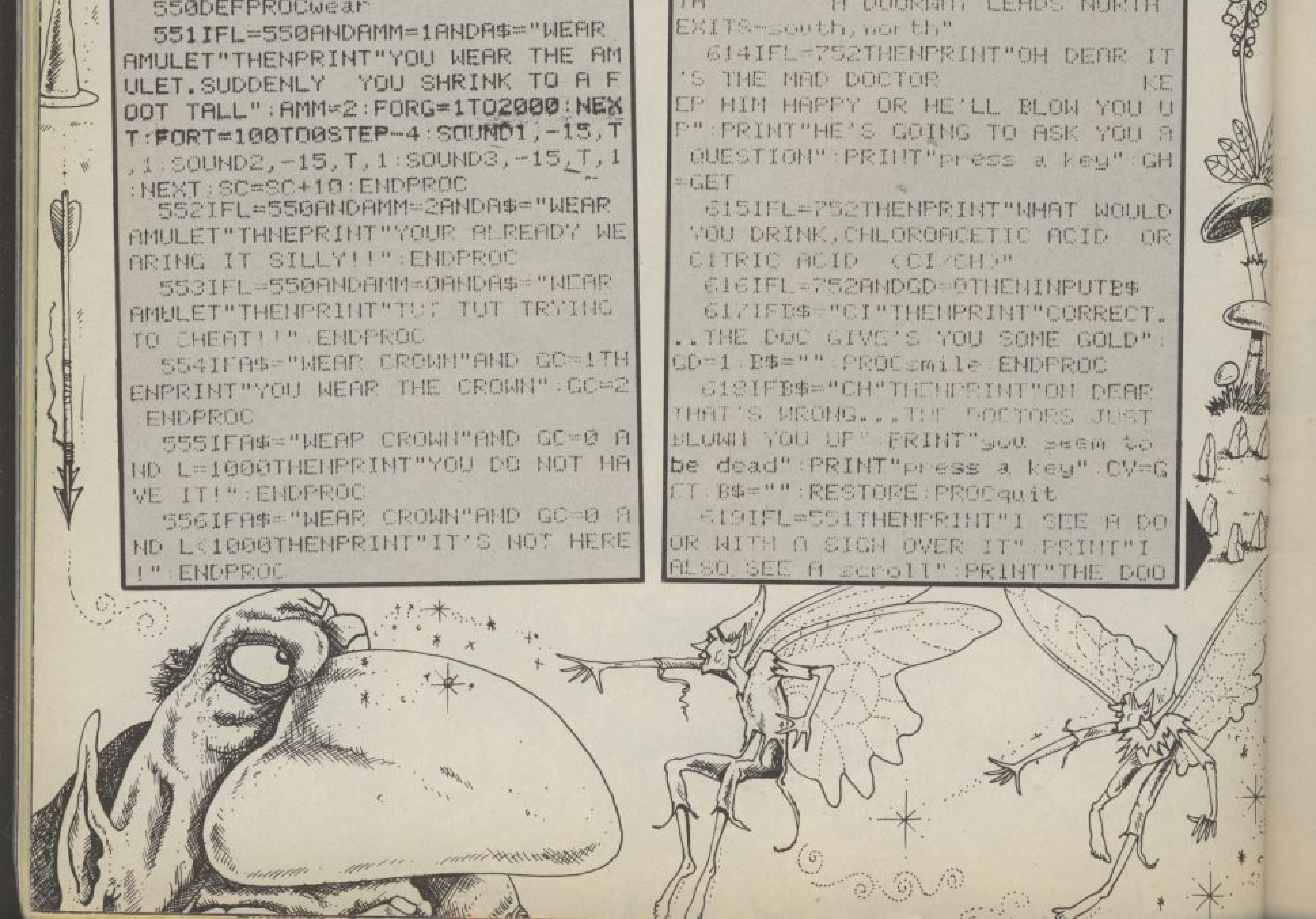
 101RESTORE
 150REM
 151REM
 152REM
 153REM          CONTROL
 154REM
 155REM
 156REM
 170PROCplace
 171PRINT"WHAT SHALL I DO NOW?"
 190INPUTA$:FORT=0TO100STEP5:SO
UND1,-15,T,1:NEXT
 191IFA$="LOOK"THENNM=1:PROCpla
ce
 192IFA$="E"THENNM=1:PROCeast:P
ROCscreen:PROCplace
 193IFA$="W"THENPROCwest:NM=1:P
ROCscreen:PROCplace
 194IFA$="N"THENPROCnorth:NM=1:
PROCscreen:PROCplace
 195IFA$="S"THENPROCsouth:NM=1:
PROCscreen:PROCplace
 196IFA$="HELP"THENNM=1:PROChel
p
 197IFLEFT$(A$,4)="READ"THENNM=
1:PROCread
 198IFLEFT$(A$,4)="OPEN"THENNM=
1:PROCopen
 199IFLEFT$(A$,5)="ENTER"THENNM
=1:PROCenter
 200IFLEFT$(A$,3)="PUT"THENNM=1
:PROCput
 201IFLEFT$(A$,4)="WEAR"THENNM=
1:PROCwear
 202IFLEFT$(A$,3)="GET"THENNM=1
:PROCget
 203IFLEFT$(A$,11)="COMBINATION
"THENNM=1:PROCcombination
 204IFLEFT$(A$,7)="EXAMINE"THEN
NM=1:PRINT"i can only LOOK but n
ot LOOK AT."
 205IFLEFT$(A$,6)="UNLOCK"THENP
RINT"TRY OPEN OR COMBINATION":NM
=1
 207IFA$="D"THEN NM=1:PROCdown
 208IFA$="U"THEN NM=1:PROCup
 209IFA$="QUIT"THENPROCquit
 210IFA$="L"THENNM=1:PROCplace
 211IFA$="NORTH"THENPRINT"try N
":NM=1
 212IFA$="SOUTH"THENPRINT"try S
":NM=1
 213IFA$="EAST"THENPRINT"try E"
:NM=1
 214IFA$="WEST"THENPRINT"try W"
:NM=1
 215IFA$="WAIT"THENPRINT"YOU WA
IT.................!":NM=1
```

Illustration: Dorian Cross



```
  216IFLEFT$(A$,5)="CLIMB"THENPR
INT"TRY UP OR ENTER":NM=1
  217IFA$="VOCAB"THENPRINT"E,W,N
,S,U,D,WAIT,WEAR,PUT....IN.....,
GET,HELP,COMBINATION,OPEN,LOOK,Q
UIT,DROP.":NM=1
  218IFLEFT$(A$,4)="DROP"THENNM=
1:PROCdrop
  219IFA$="PAY GUARD"THENPROCpay
:NM=1
  269IFA$=""THENPRINT"I DID NOT
HEAR THAT!!":NM=1
  401IFNM=0THENPRINT"SAY THAT AG
AIN!!!"
  402NM=0
  403GOTO171
  500DEFPROCput
  501IFL=550ANDAMM=1ANDA$="PUT B
OX IN CUPBOARD"THENPRINT"YOU'VE
ALREADY DONE THAT!":FORT=100TO0S
TEP-4:SOUND1,-15,T,1:NEXT:FORT=0
TO100STEP4:SOUND1,-15,T,1:NEXT:E
NDPROC
  502IFL=550ANDA$="PUT BOX IN CU
PBOARD"THENSOUND1,-15,100,30:SOU
ND2,-15,110,30:SOUND3,-15,90,30:
AMM=1:PRINT"WITH A LOUD BANG AN
AMULET APPEARS":SC=SC+5:ENDPROC
  504PRINT:PRINT"WHAT!!!":PRINT
  505ENDPROC
  550DEFPROCwear
  551IFL=550ANDAMM=1ANDA$="WEAR
AMULET"THENPRINT"YOU WEAR THE AM
ULET.SUDDENLY  YOU SHRINK TO A F
OOT TALL":AMM=2:FORG=1TO2000:NEX
T:FORT=100TO0STEP-4:SOUND1,-15,T
,1:SOUND2,-15,T,1:SOUND3,-15,T,1
:NEXT:SC=SC+10:ENDPROC
  552IFL=550ANDAMM=2ANDA$="WEAR
AMULET"THNEPRINT"YOUR ALREADY WE
ARING IT SILLY!!":ENDPROC
  553IFL=550ANDAMM=0ANDA$="WEAR
AMULET"THENPRINT"TUT TUT TRYING
TO CHEAT!!":ENDPROC
  554IFA$="WEAR CROWN"AND GC=1TH
ENPRINT"YOU WEAR THE CROWN":GC=2
:ENDPROC
  555IFA$="WEAR CROWN"AND GC=0 A
ND L=1000THENPRINT"YOU DO NOT HA
VE IT!":ENDPROC
  556IFA$="WEAR CROWN"AND GC=0 A
ND L<1000THENPRINT"IT'S NOT HERE
!":ENDPROC
```

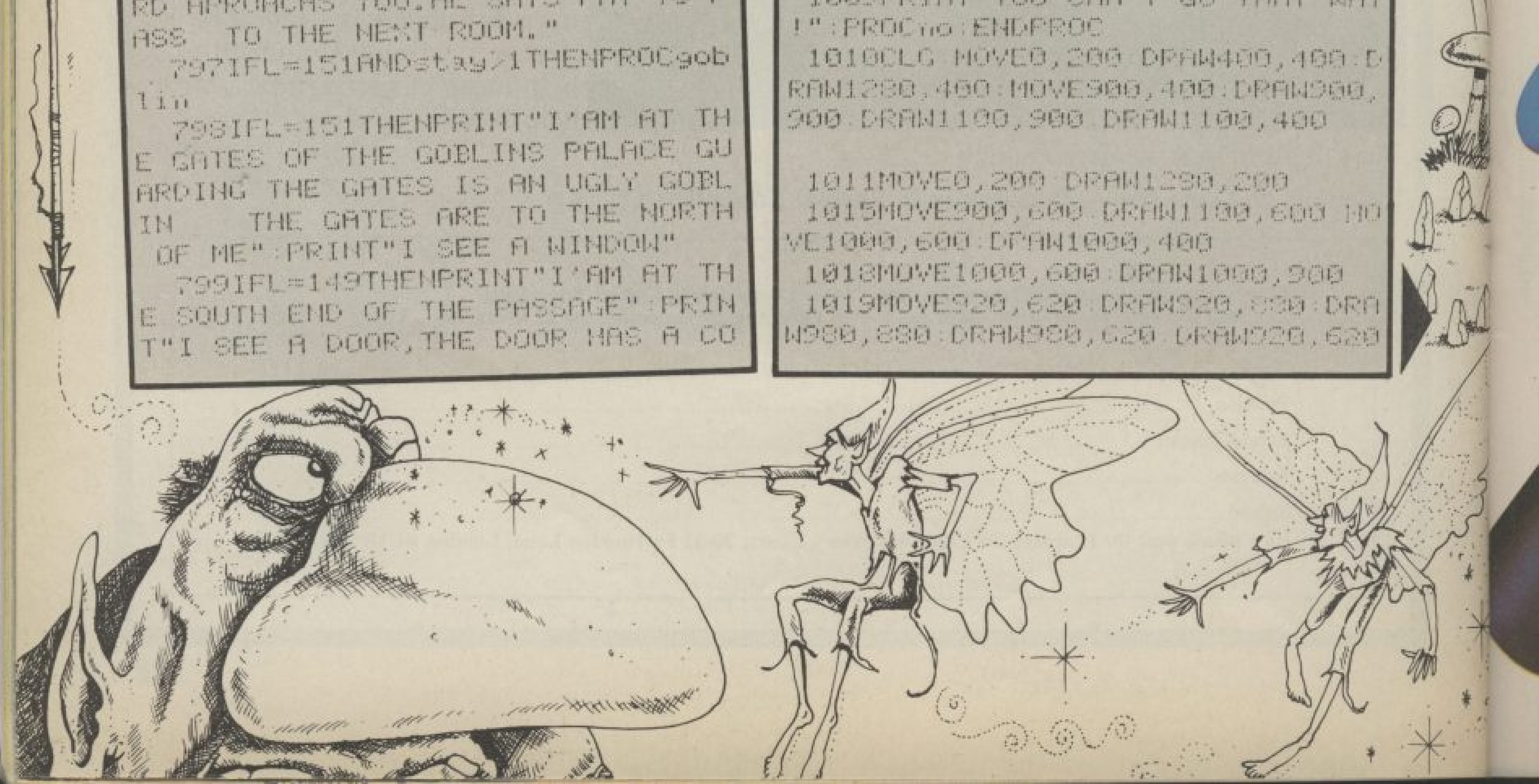
```
  557IFA$="WEAR CROWN"ANDGC=2THE
NPRINT"YOUR ALREADY WEARING IT..
.SILLY!!":ENDPROC
  590ENDPROC
  600DEFPROCplace
  601IFL=752ANDGD=1THENPROCblowu
p
  602IFL=148THENPRINT"AS YOU ENT
ER THE DOOR SLAMS SHUT":PRINT"I
SEE A SHAFT WHICH LEADS DOWN,I H
EAR   LAUGHING DOWN THE SHAFT.EX
IT-down"
  610IFL=550THENPRINT"I'AM IN A
ROOM WITH A SIGN":PRINT"I SEE a
small hole,a scroll,a box and a
cupboard      EXIT-east"
  611IFL=650THENPRINT"I'AM IN A
ROOM WITH A COFFIN":PRINT"I SEE
a sign on the coffin":PRINT"A DO
ORWAY LEADS EAST       EXIT-east,w
est"
  612IFL=750ANDZIG=0THENPRINT"I'
AM IN A ROOM WITH A SAFE":PRINT"
THE SAFE HAS A COMBINATION LOCK"
:PRINT"A DOORWAY LEADS NORTH. EX
IT-west,north"
  613IFL=751THENPRINT"I'AM IN A
ROOM WITH A TRAP DOOR AND A   SI
GN.THE TRAP DOOR IS LOCKED":PRIN
T"I CAN HEAR LAUGHTER TO THE NOR
TH          A DOORWAY LEADS NORTH
EXITS-south,north"
  614IFL=752THENPRINT"OH DEAR IT
'S THE MAD DOCTOR             KE
EP HIM HAPPY OR HE'LL BLOW YOU U
P":PRINT"HE'S GOING TO ASK YOU A
 QUESTION":PRINT"press a key":GH
=GET
  615IFL=752THENPRINT"WHAT WOULD
 YOU DRINK,CHLOROACETIC ACID  OR
 CITRIC ACID  (CI/CH)"
  616IFL=752ANDGD=0THENINPUTB$
  617IFB$="CI"THENPRINT"CORRECT.
..THE DOC GIVE'S YOU SOME GOLD":
GD=1:B$="":PROCsmile:ENDPROC
  618IFB$="CH"THENPRINT"OH DEAR
THAT'S WRONG...THE DOCTORS JUST
BLOWN YOU UP":PRINT"you seem to
be dead":PRINT"press a key":CV=G
ET:B$="":RESTORE:PROCquit
  619IFL=551THENPRINT"1 SEE A DO
OR WITH A SIGN OVER IT":PRINT"I
ALSO SEE A scroll":PRINT"THE DOO
```



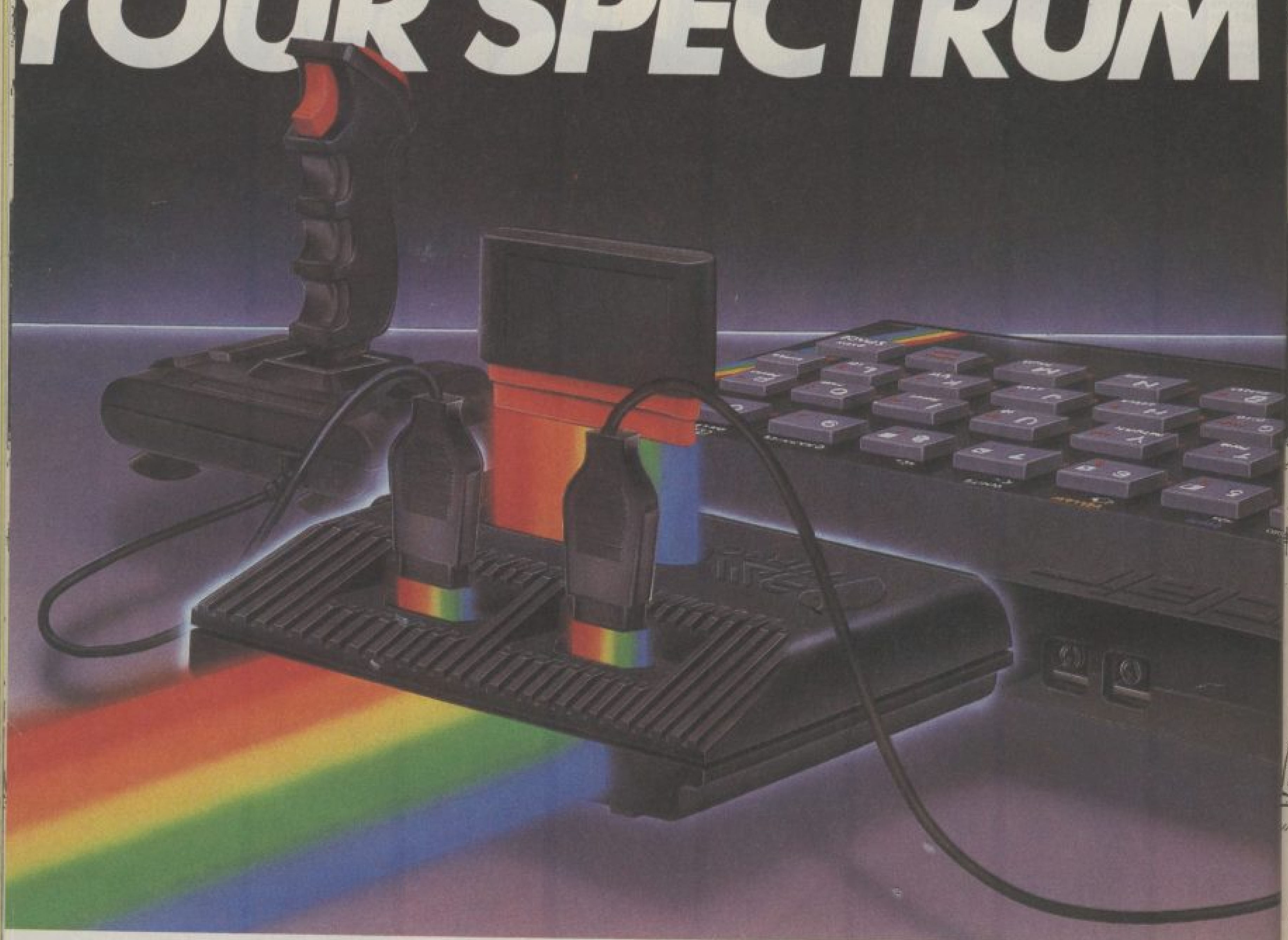
```
R LEADS NORTH,A HOLE BEHIND ME L
EADS SOUTH"
  620IFL=750ANDCR=0ANDZIG>0THENP
RINT"I AM LOOKING INSIDE THE SAF
E":PRINT"I SEE A CROSS":SC=SC+3
  621IFL=750ANDCR=1THENPRINT"I
AM LOOKING INSIDE THE SAFE":PRIN
T"I SEE NOTHING"
  622IFL=552THENPRINT"I'AM IN AN
 EMPTY ROOM":PRINT"I SEE A SIGN
ON THE WALL":PRINT"EXITS-south"
  623IFL=150THENPRINT"I'AM IN TH
E MIDDLE OF A PASSAGE WHICH   RU
NS NORTH TO SOUTH":PRINT"I SEE A
 SIGN":PRINT"EXITS north south":
SC=SC+5
  624IFL=900THENPRINT"I'AM IN A
PUB":PRINT"THEIR IS A GROUP OF E
LVES DRINKING":PRINT"THEY SAY YO
UR ROUND OR OURS!":SC=SC+2:PROCe
lves
  625IFL=1000THENPRINT"I'AM IN T
HE GOBLINS THRONE ROOM":PRINT"I
SEE NO ONE HERE":PRINT"I SEE A G
OLD CROWN   EXITS east,west":PRI
NT"I SEE A GOBLIN SENTRY TO THE
EAST":SC=SC+2
  626IFL=1100ANDGC=2AND PASS=1TH
ENPRINT"I AM IN A ROOM WITH A FI
REPLACE.":PRINT"EXITS west"
  627IFL=1100ANDGC=2AND PASS=0TH
ENPRINT"THE SENTRY BOWS AND LETS
 YOU PASS.":PRINT"I AM IN A ROOM
 WITH A FIREPLACE.":PRINT"EXITS
west":PASS=1
  628IFL=50THENPRINT"I'AM IN A C
HIMNEY":PRINT"A SIGN POINTS UP":
PRINT"EXITS south."
  629IFL=30THENPRINT"I'AM IN THE
 ELVEN KINGS GREAT HALL.A    GUA
RD APROACHS YOU.HE SAYS PAY TO P
ASS  TO THE NEXT ROOM."
  797IFL=151ANDstay>1THENPROCgob
lin
  798IFL=151THENPRINT"I'AM AT TH
E GATES OF THE GOBLINS PALACE GU
ARDING THE GATES IS AN UGLY GOBL
IN    THE GATES ARE TO THE NORTH
 OF ME":PRINT"I SEE A WINDOW"
  799IFL=149THENPRINT"I'AM AT TH
E SOUTH END OF THE PASSAGE":PRIN
T"I SEE A DOOR,THE DOOR HAS A CO
```

```
MBINATION LOCK":PRINT"EXITS nort
h"
  800ENDPROC
  900DEFPROCeast
  901L=L+100:PROCgobcheck:IFL=65
0ANDK=1THENMN=1:PROCcoffin
  902ENDPROC
  903DEFPROCwest
  904L=L-100:IFL=650ANDK=1THENMN
=1:PROCcoffin
  905ENDPROC
  906DEFPROCnorth
  907L=L+1
  909ENDPROC
  910DEFPROCscreen
  911IFL=650ANDCR=1ANDK=1THENPRO
Ccoffin
  912IFL=149THEN1083
  913IFL=151THEN1090
  914IFL=152ANDvin=0THENPROCgobl
in
  915IFL=148THEN1095
  916IFL=900THEN1100
  917IFL=1000THEN1110
  918IFL=1100THEN1120
  919IFL=50THEN1131
  920IFL=30ANDGC<2THENPRINT"A EL
VEN GUARD ATTACKS YOU WITH HIS
    GOBLIN SLAYER.....SPLAT..you
r dead":PRINT"press a key":CB=GE
T:PROCquit
  921IFL=30ANDGC>2THEN1140
 1001IFL=650THEN1040
 1002IFL=550THEN1010
 1003IFL=750THEN1046
 1004IFL=751THEN1051
 1005IFL=752THEN1057
 1006IFL=551THEN1070
 1007IFL=552THEN1075
 1008IFL=150THEN1078
 1009PRINT"YOU CAN'T GO THAT WAY
!":PROCno:ENDPROC
 1010CLS:MOVE0,200:DRAW400,400:D
RAW1200,400:MOVE900,400:DRAW900,
900:DRAW1100,900:DRAW1100,400

 1011MOVE0,200:DRAW1200,200
 1015MOVE900,600:DRAW1100,600:MO
VE1000,600:DRAW1000,400
 1018MOVE1000,600:DRAW1000,900
 1019MOVE920,620:DRAW920,880:DRA
W980,880:DRAW980,620:DRAW920,620
```



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Name_______

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_______ Tel_______

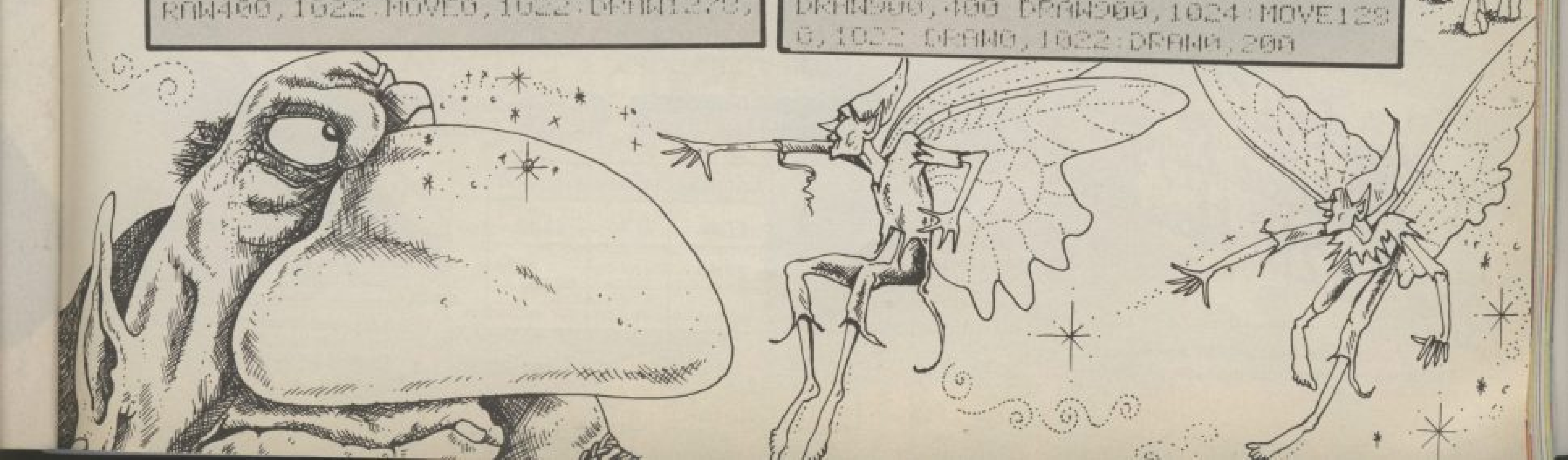
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CVG

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```
1020MOVE1020,620:DRAW1020,880:DRAW1080,880:DRAW1090,620:DRAW1020,620
1030MOVE920,420:DRAW920,580:DRAW980,580:DRAW980,420:DRAW920,420
1032MOVE1020,420:DRAW1020,580:DRAW1080,580:DRAW1080,420:DRAW1020,420
1033MOVE0,1022:DRAW1280,1022
1034MOVE550,550:DRAW800,550:DRAW800,900:DRAW550,900:DRAW550,550
1035MOVE410,400:DRAW420,450:DRAW450,460:DRAW470,400:MOVE400,400:DRAW400,1024:MOVE0,200:DRAW0,1024
1036MOVE0,1020:DRAW1278,1020:DRAW1278,200
1037ENDPROC
1040REM********** SCREEN 650 *******
1041CLG:MOVE0,200:DRAW400,400:DRAW400,1022:MOVE0,1022:DRAW1278,1022:DRAW1278,200:DRAW0,200:DRAW0,1024
1042MOVE600,200:DRAW500,700:DRAW600,900:DRAW900,900:DRAW900,700:DRAW800,300:DRAW600,300
1043MOVE400,400:DRAW570,400:MOVE830,400:DRAW1200,400:MOVE1100,400:DRAW1100,900:DRAW1200,900:MOVE1100,400:DRAW1200,450
1044MOVE650,700:DRAW750,700:DRAW750,800:DRAW650,800:DRAW650,700
1045ENDPROC
1046REM***** SCREEN 750 *******
1047CLG:MOVE0,200:DRAW1280,200:DRAW900,400:DRAW0,400:MOVE0,200:DRAW0,1022:DRAW1278,1022:DRAW1278,200
1048MOVE900,400:DRAW900,1024:MOVE600,600:DRAW600,700:DRAW700,700:DRAW700,600:DRAW600,600
1049MOVE615,615:DRAW615,695:DRAW685,685:DRAW695,615:DRAW615,615
1050MOVE200,400:DRAW200,900:DRAW0,900:MOVE200,400:DRAW0,450:ENDPROC
1051REM****** SCREEN 751 *******
1052CLG:MOVE0,200:DRAW400,400:DRAW400,1022:MOVE0,1022:DRAW1278,1022:DRAW1278,200:DRAW0,200:MOVE400,400:DRAW400,1024:MOVE400,400:DRAW1280,400
1053MOVE0,200:DRAW0,1024:MOVE600,250:DRAW700,350:DRAW900,350:DRAW800,250:DRAW600,250
1054MOVE650,250:DRAW750,350:MOVE700,250:DRAW800,350:MOVE750,250:DRAW850,350
1055MOVE1100,400:DRAW1100,900:DRAW1200,900:MOVE1100,400:DRAW1200,450:MOVE600,600:DRAW600,700:DRAW700,700:DRAW700,600:DRAW600,600
1056ENDPROC
1057REM***** TONY NEIL ******
1058CLG:MOVE0,200:DRAW1278,200:DRAW1278,1022:DRAW0,1022:DRAW0,200
1059MOVE500,220:DRAW800,220:DRAW900,400:DRAW900,800:MOVE500,220:DRAW400,400:DRAW400,800:DRAW450,850
1060DRAW500,900:DRAW900,900:DRAW900,800:MOVE500,850:DRAW800,850:MOVE600,750:DRAW700,750
1061MOVE550,800:DRAW750,800:MOVE500,700:DRAW600,700:DRAW600,650:DRAW500,650:DRAW500,700
1062MOVE500,675:DRAW400,700:PLOT69,570,665:PLOT69,575,665:PLOT69,570,665
1063MOVE600,675:DRAW650,700:DRAW700,675:MOVE700,650:DRAW700,700:DRAW800,700:DRAW800,650:DRAW700,650
1064PLOT69,722,665:PLOT69,725,665:PLOT69,720,665:MOVE800,675:DRAW900,700
1065MOVE600,640:DRAW600,500:DRAW650,470:DRAW700,500:DRAW700,640
1066MOVE500,450:DRAW550,400:DRAW750,400:DRAW797,450
1067MOVE650,900:DRAW650,940:DRAW675,990:MOVE630,900:DRAW630,950:DRAW600,970:MOVE670,900:DRAW700,950
1068ENDPROC
1070IFA$="N"THENPRINT"THATS A HOLE!!":L=L-1:ENDPROC
1071CLG:MOVE0,200:DRAW1280,200:DRAW900,400:DRAW900,1024:MOVE1280,1022:DRAW0,1022:DRAW0,200
```




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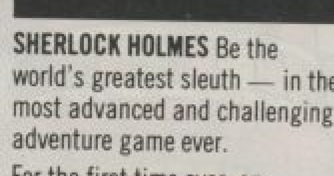
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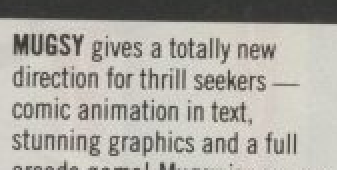
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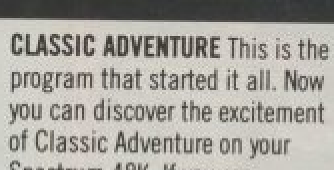
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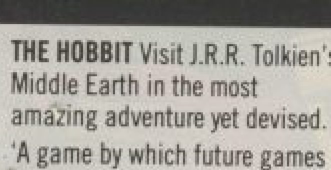
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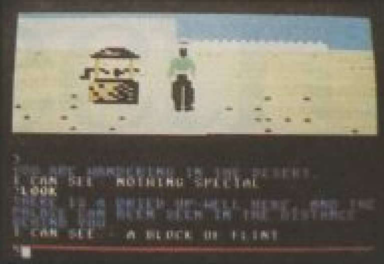
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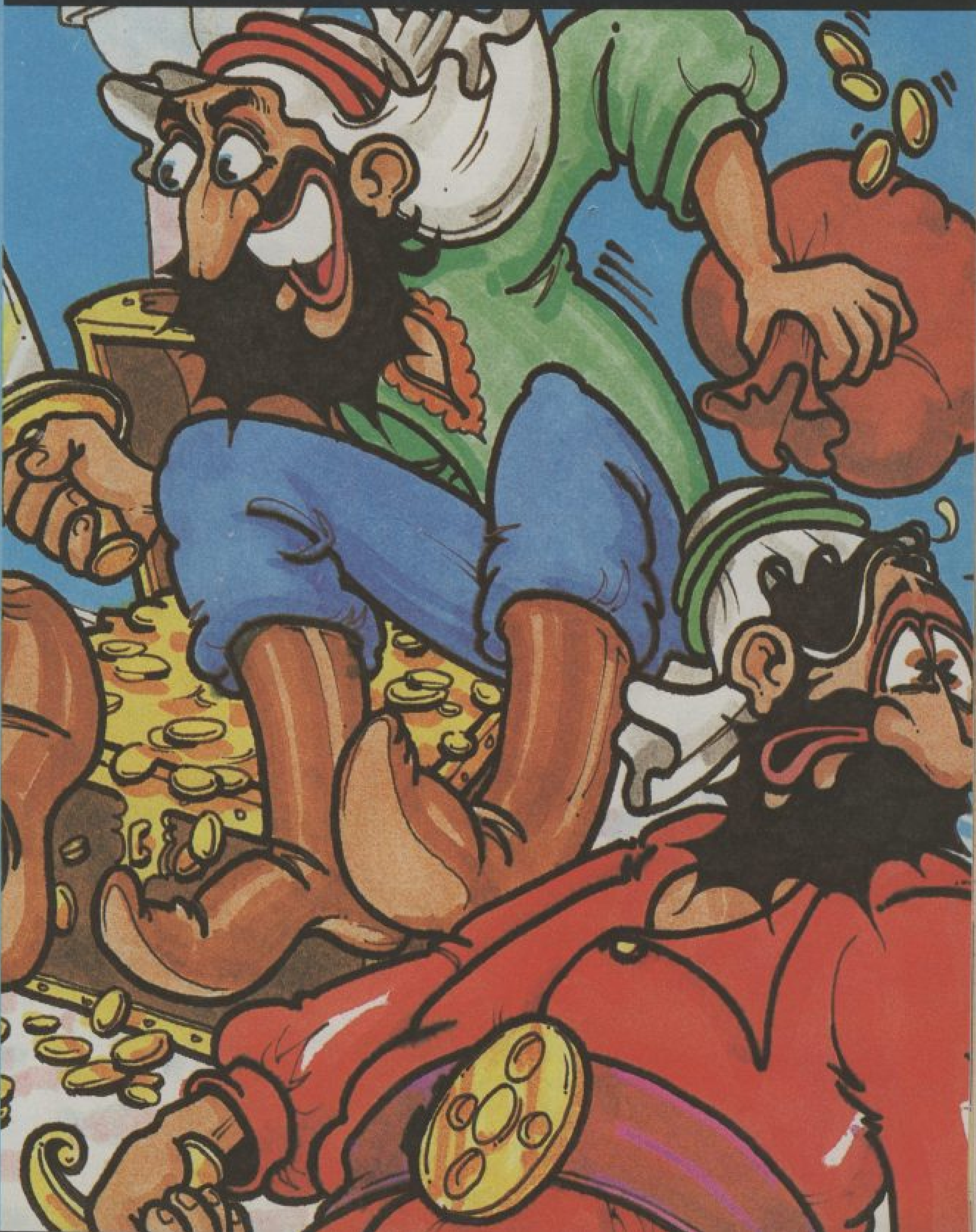
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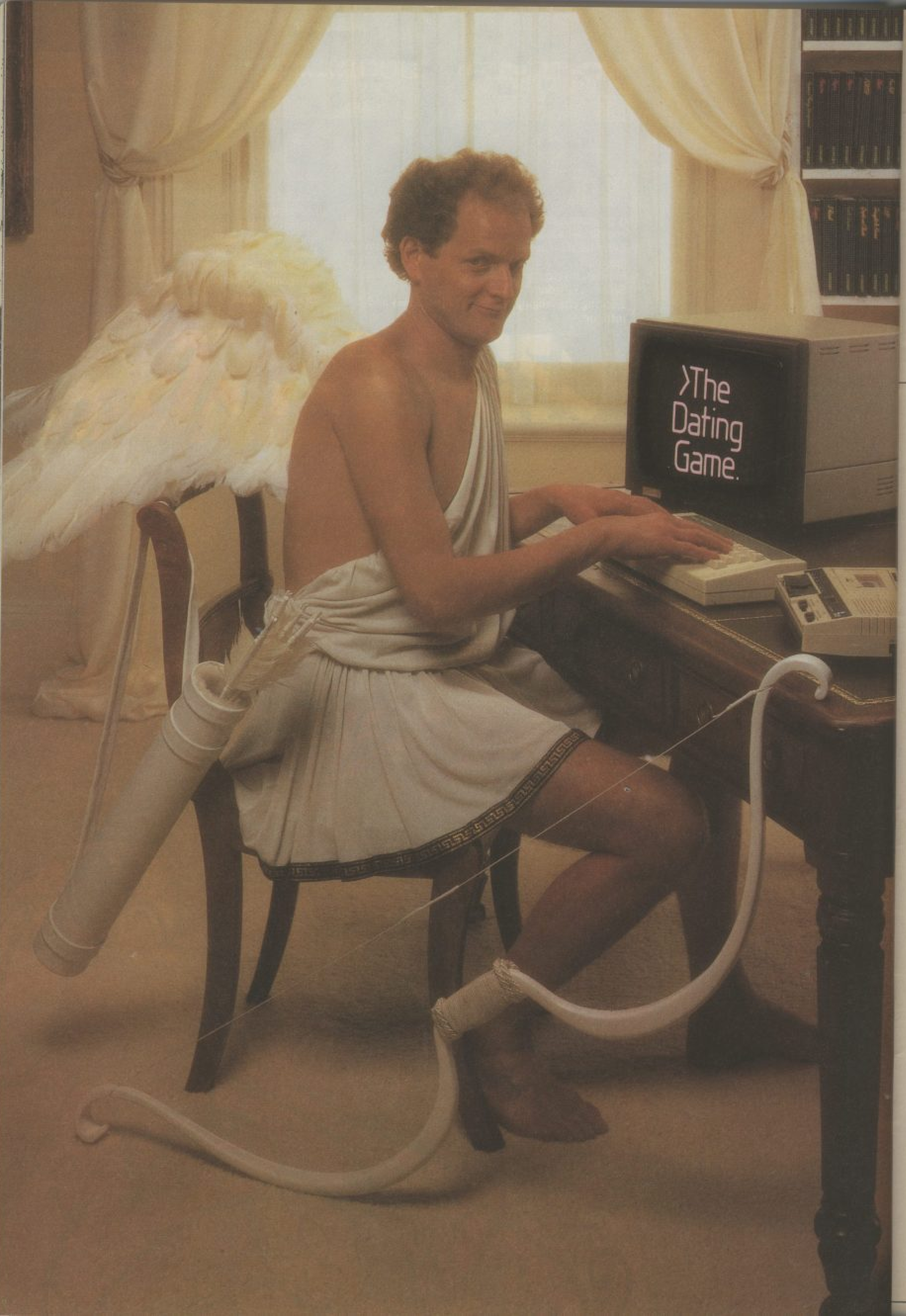
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Illustration: John Higgins

RUNS ON A SPECTRUM 16K

BY JULIAN CROUCH

```
   0>REM JULIAN CROUCH 1984 ©
   5 PAPER 0: BORDER 0: INK 6: B
RIGHT 1: CLS
  10 PRINT AT 10,7;"  Please Wai
t";AT 16,7;"  zodiac 1984 ©";AT 
12,7;"   By J.Crouch";AT 14,7;" 
Music by Big Sister": PAUSE 150
  20 FOR f=0 TO 7: READ a: POKE 
USR "a"+f,a: NEXT f
  30 FOR f=0 TO 7: READ a: POKE 
USR "b"+f,a: NEXT f
  40 FOR f=0 TO 7: READ a: POKE 
USR "c"+f,a: NEXT f
  50 FOR f=0 TO 7: READ a: POKE 
USR "d"+f,a: NEXT f
  60 FOR f=0 TO 7: READ a: POKE 
USR "e"+f,a: NEXT f
 100 DATA 0,BIN 00010000,BIN 000
10000,BIN 00111000,BIN 01111100,
BIN 01101100,BIN 11000110,BIN 11
111110
 110 DATA BIN 01100110,BIN 10011
000,BIN 00111100,BIN 01011010,BI
N 11111111,BIN 11111111,BIN 0010
0100,BIN 11000011
 120 DATA BIN 11101111,BIN 10111
110,BIN 11111111,BIN 11011111,BI
N 11101111,BIN 11011101,BIN 0101
1111,BIN 11110111
 130 DATA BIN 00011000,BIN 00111
100,BIN 01111110,BIN 11111111,BI
N 11111111,BIN 01111110,BIN 0011
1100,BIN 00011000
 140 DATA BIN 10001001,BIN 01000
010,BIN 00100100,BIN 00000001,BI
N 10001000,BIN 00100010,BIN 0100
0100,BIN 10010010
 500 REM varibles
 505 LET a=2: LET li=6: LET y=15
: LET sc=0: LET hs=5000
 510 LET amo=25: LET level=200
 520 CLS : PRINT AT 21,0; INK 6;
 PAPER 3;"DDDDDDDDDDDDDDDDDDDDDD
DDDDDDDDDD";AT 0,0; INK 6; PAPER
 3;"DDDDDDDDDDDDDDDDDDDDDDDDDDDD
DDDD"
```

The galaxy has been plagued recently by a gang of bloodthirsty space pirates. Hundreds of space ships have been hijacked, their contents looted and the crew and passengers butchered to death.

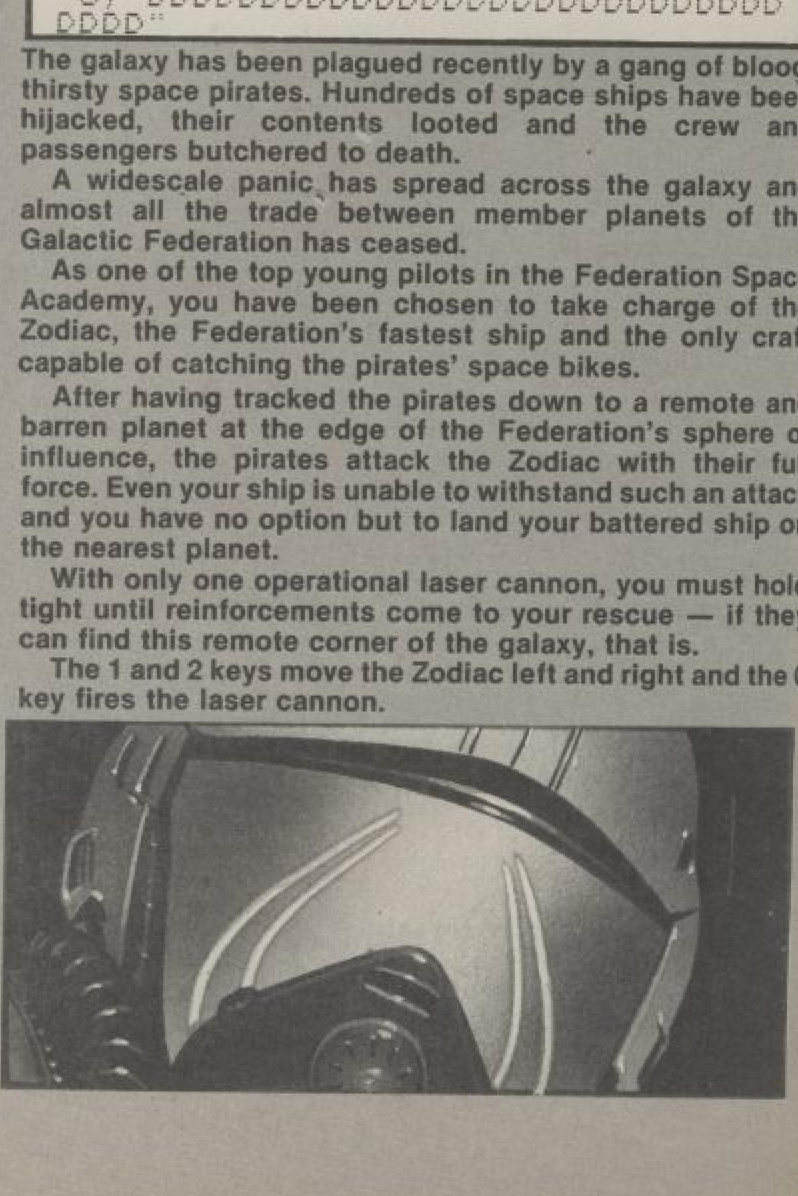
A widescale panic has spread across the galaxy and almost all the trade between member planets of the Galactic Federation has ceased.

As one of the top young pilots in the Federation Space Academy, you have been chosen to take charge of the Zodiac, the Federation's fastest ship and the only craft capable of catching the pirates' space bikes.

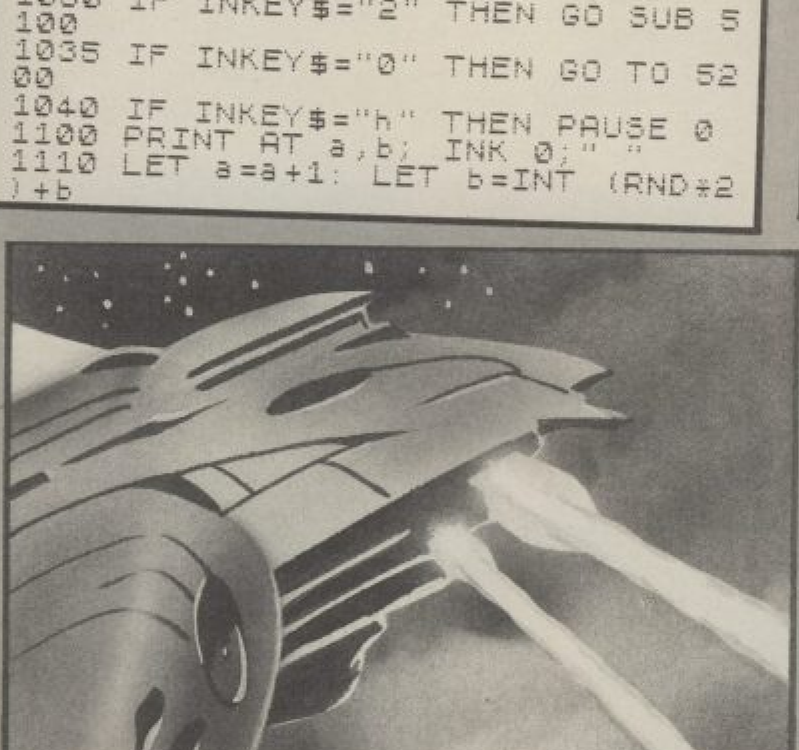
After having tracked the pirates down to a remote and barren planet at the edge of the Federation's sphere of influence, the pirates attack the Zodiac with their full force. Even your ship is unable to withstand such an attack and you have no option but to land your battered ship on the nearest planet.

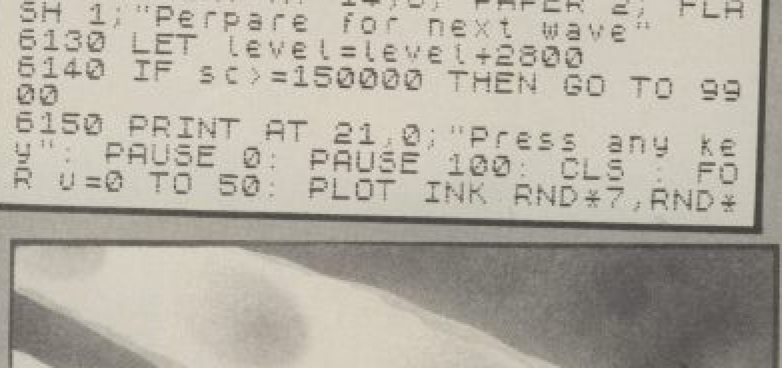
With only one operational laser cannon, you must hold tight until reinforcements come to your rescue — if they can find this remote corner of the galaxy, that is.

The 1 and 2 keys move the Zodiac left and right and the 0 key fires the laser cannon.



```
 530 FOR a=1 TO 20: PRINT AT a,0
; INK 6; PAPER 3;"D": PRINT AT a
,31; PAPER 3; INK 6;"D": NEXT a
 540 PRINT AT 2,5;"Zodiac !! "
 550 PRINT AT 6,3;"1  to go left
";AT 8,3;"2  to go right";AT 10,
3;"0  to blast"
 560 PRINT AT 12,3;"H  to pause"
;AT 14,3;"S  to start"
 570 PRINT AT 19,5;"Press any ke
y": PAUSE 0: CLS
 580 FOR u=0 TO 31: PRINT AT 0,u
; INK 1; PAPER 6;"E";AT 21,u; IN
K 1; PAPER 6;"E": NEXT u
 590 FOR u=1 TO 21: PRINT AT u,0
; INK 1; PAPER 6;"E";AT u,31; IN
K 1; PAPER 6;"E": NEXT u
 600 BEEP .4,2: BEEP .2,2: BEEP
.2,2: BEEP .4,4: BEEP .3,6: BEEP
 .6,7: PAUSE 15: BEEP .5,19
 610 PRINT AT 2,7;"Instructions
:-"
 615 PRINT AT 4,2;"You have 25 b
ullets";AT 5,2;"in the first wav
e to score";AT 6,2;"200 points.Y
ou only use";AT 7,2;"a bullet if
 you miss an alien";AT 8,2;"In t
he second wave you have";AT 9,2;
"to score 3000 points";AT 10,2;"
In the third 6000 etc";AT 11,2;"
If you score 15,000 or above";AT
 12,2;"then you win,";AT 14,2;"B
U T   Y O U   W O N 'T !!!"
 620 PRINT AT 19,2;"Press any ke
y": PAUSE 0: CLS
 970 LET y=15: LET a=2: CLS
 980 FOR y=1 TO 50: PLOT INK RND
*7,RND*255,RND*125+50: NEXT y: L
ET y=15
 999 PRINT AT 21,0; INK 2; PAPER
 1;"DDDDDDDDDDDDDDDDDDDDDDDDD"
1000: PRINT AT 20,0; INK 4; PAPE
R 2;"CCCCCCCCCCCCCCCCCCCCCCCCCC
CCCCC"
1005 PRINT AT 0,0;"Score:- "; FL
ASH 1; PAPER 1;sc; FLASH 0; PAPE
R 0;"      Lives:- "; FLASH 1; PA
PER 1;li
1006 FLASH 0
1010 LET b=INT (RND*20)+1: PRINT
 AT 0,28; FLASH 1; PAPER 3;"1 Up
": PRINT AT 21,amo;","
1015 PRINT AT 19,y;"A"
1020 PRINT AT a,b;"B"
1025 IF INKEY$="1" THEN GO SUB 5
000
1030 IF INKEY$="2" THEN GO SUB 5
100
1035 IF INKEY$="0" THEN GO TO 52
00
1040 IF INKEY$="h" THEN PAUSE 0
1100 PRINT AT a,b; INK 0;" "
1110 LET a=a+1: LET b=INT (RND*2
)+b
1120 IF b>1 AND b<30 THEN PRINT
AT a,b;"B"
1130 IF b<1 THEN LET b=2
1140 IF b>30 THEN LET b=29
1150 IF a>=19 THEN GO SUB 7000
1160 IF INKEY$="1" THEN GO SUB 5
000
1170 IF INKEY$="2" THEN GO SUB 5
100
1180 IF INKEY$="0" THEN GO TO 52
00
1190 IF sc>15000 THEN GO TO 9900
4500 BEEP .002,27: GO TO 1015
5000 PRINT AT 19,y;" "
5010 IF y<1 THEN GO TO 5060
5020 IF y>30 THEN PRINT AT 19,y;
" ": LET y=29: RETURN
5030 PRINT AT 19,y; INK 0;" "
5040 LET
5050 RETURN
5060 PRINT AT 19,y;" "
5070 LET y=2
5080 RETURN
5100 PRINT AT 19,y;" "
5110 IF y<1 THEN PRINT AT 19,y;"
": LET y=2: RETURN
5120 IF y>30 THEN GO TO 5160
5130 PRINT AT 19,y; INK 0;" "
5140 LET y=y+1
5150 RETURN
5160 PRINT AT 19,y;" "
5170 LET y=29
5180 RETURN
5200 BEEP .005,20: INK 3: PLOT y
*8+3,24: DRAW 0,140: INK 6
5210 IF y=b OR b=y THEN LET sc=s
c+50: GO TO 5230
5220 INK 0: DRAW 0,-140: INK 6:
LET amo=amo-1: PRINT AT 21,amo;
INK 0;" ": IF amo<1 THEN GO TO 6
000
5225 GO TO 1025
5230 PRINT AT a,b; PAPER 2;"E":
BEEP .005,10: BEEP .005,10: BEEP
 .005,30: PRINT AT a,b; INK 0;"
": LET a=2: IF amo<1 THEN GO TO
6000
5235 IF amo<1 THEN GO TO 6000
5240 INK 0: DRAW 0,-148: INK 6
5250 GO TO 1000
6000 IF sc<level THEN GO TO 9500
6100 IF sc>=level THEN CLS : PRI
NT AT 12,5; PAPER 2; FLASH 1;"Bo
nus 1000 points !!!!"
6110 LET sc=sc+1500
6120 PRINT AT 14,5; PAPER 2; FLA
SH 1;"Perpare for next wave"
6130 LET level=level+2800
6140 IF sc>=150000 THEN GO TO 99
00
6150 PRINT AT 21,0;"Press any ke
y": PAUSE 0: PAUSE 100: CLS : FO
R u=0 TO 50: PLOT INK RND*7,RND*
```





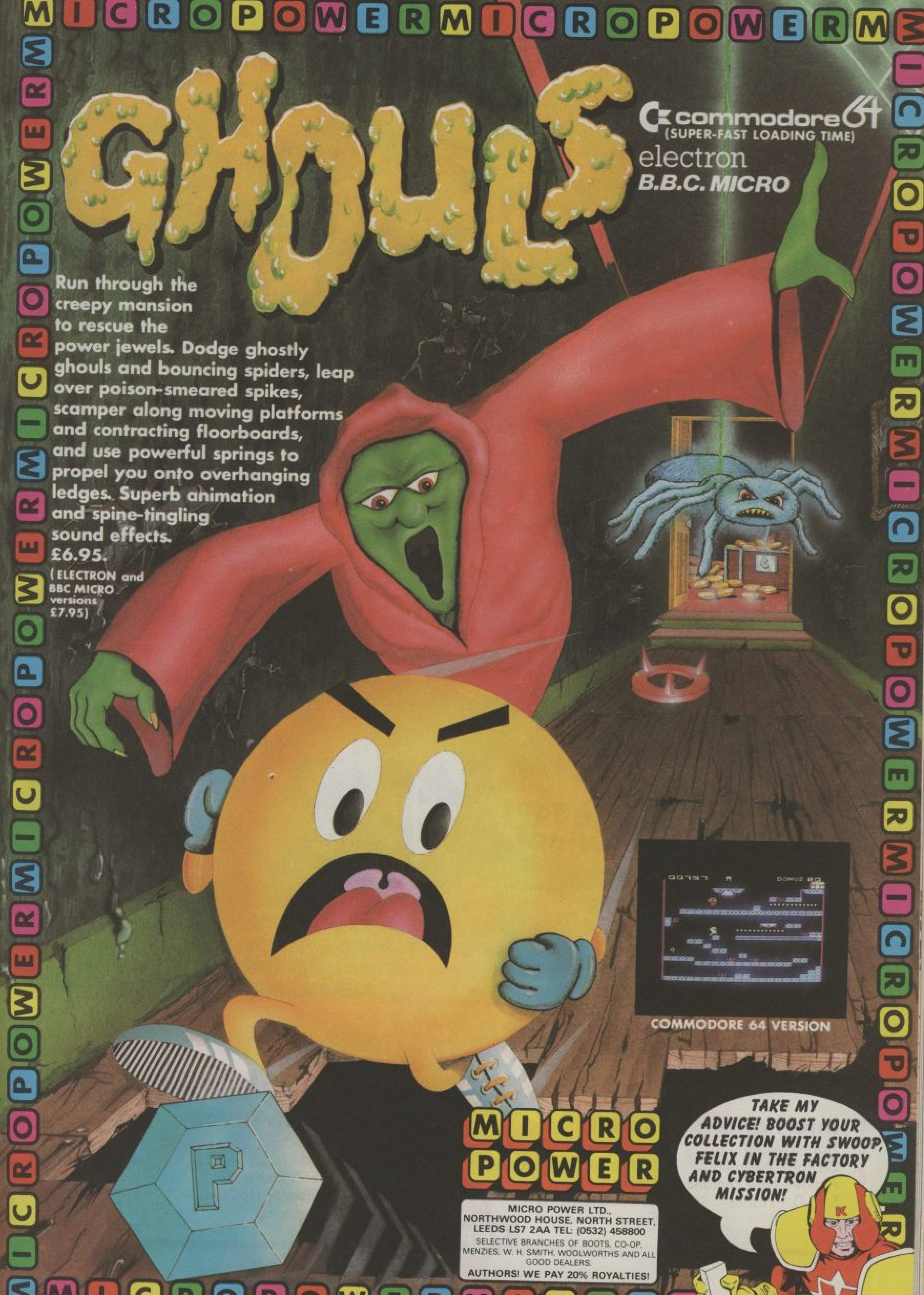




```
255,RND*125+50: NEXT u
6160 PRINT AT a,b; INK 0;" "
6170 LET a=2: LET y=15
6190 LET amo=25: PRINT AT 19,y;"
 ": LET y=15
6195 BEEP .2,11: BEEP .2,7: BEEP
 .2,11: BEEP .2,7: BEEP .22,11:
BEEP .22,11: BEEP .2,11: BEEP .3
,12: BEEP .2,11: BEEP .3,2: BEEP
 .2,2: BEEP .2,2: BEEP .4,4: BEE
P .3,6: BEEP .6,7: PAUSE 15: BEE
P .5,19
6196 PRINT AT 21,0; INK 2; PAPER
 1;"DDDDDDDDDDDDDDDDDDDDDDDDD"
6200 GO TO 1000
7000 REM  Loose a life
7010 LET li=li-1
7020 IF li<=0 THEN GO TO 9500
7030 PRINT AT a,b; INK 0;" "
7040 PRINT AT 19,0;"
                   ": LET y=15:
 LET a=2
7050 PRINT AT 21,0; PAPER 1; INK
 2;"DDDDDDDDDDDDDDDDDDDDDDDDD":
LET amo=25
7055 BEEP .7,11: BEEP .3,9: BEEP
 .5,7: BEEP .7,7: BEEP .3,9: BEE
P .5,6: BEEP .9,4
7060 CLS : GO TO 980
9500 CLS : BEEP .01,50: BEEP .01
,10: BEEP .01,30: BEEP .01,60
9510: BEEP .01,50: BEEP .01,10:
BEEP .01,30: BEEP .01,60
9520: BEEP .01,50: BEEP .01,10:
BEEP .01,30: BEEP .01,60
9525: BEEP .01,50: BEEP .01,10:
BEEP .01,30: BEEP .01,60
9530: BEEP .01,50: BEEP .01,10:
BEEP .01,30: BEEP .01,60
9535 FOR f=60 TO 10 STEP -1: BEE
P .01,f: NEXT f
9550 PRINT AT 0,0; INK 3; PAPER
6; FLASH 1;"B B B B B B B B B B
B B B B B B ";AT 21,0; INK 3; PA
PER 6; FLASH 1;"B B B B B B B B
B B B B B B B B "
9560 PRINT AT 10,7;" G A M E   O
 V E R  "
9570 PRINT AT 12,7;"    P L A Y
E R  "
9580 PRINT AJ 14,7;"          1
 "
9590 PRINT AT 19,4;" P R E S S
A N Y  K E Y ": PAUSE 0: PAUSE 0
: CLS
9600 PRINT AT 0,0;"   SCORE    "
9610 PRINT AT 4,0;"You scored :-
";sc
9615 IF sc>hs THEN LET hs=sc
9620 PRINT AT 6,0;"High score :-
";hs
9635 IF hs>sc THEN PRINT AT 10,0
;"Oh dear !! I hope you do bette
r next time."''"Good Luck !!"
9640 LET y=15: LET sc=0: LET amo
=25: LET level=200: LET li=5: LE
T a=2
9650 PRINT AT 21,0;"Press any ke
y": PAUSE 0: CLS : PAUSE 100: RE
STORE : GO TO 0
9900 PRINT AT 0,0; INK 6; PAPER
1;" WELL DONE !!!!!!!!!!!!!!!!!!
!!!"
9910 PRINT AT 2,0; INK 5;"A A A
A A A A A A A A A A A A ";AT 2
1,0; INK 5;"A A A A A A A A A A
A A A A A "
9920 PRINT AT 8,0;"You have defe
ated the aliens.   Earth is prou
d of you and has   given you a B
lue Peter Badge."
9930 PRINT AT 19,0;"Press any ke
y for another game": PAUSE 0: PA
USE 0: CLS : RESTORE : GO TO 0
```

Variables
a = height of alien
sc = score
hs = high score
y = position of base
b = position of alien
level = attack wave

Graphics
A = base
B = alien
C = landscape
D = bullets
E = explosion



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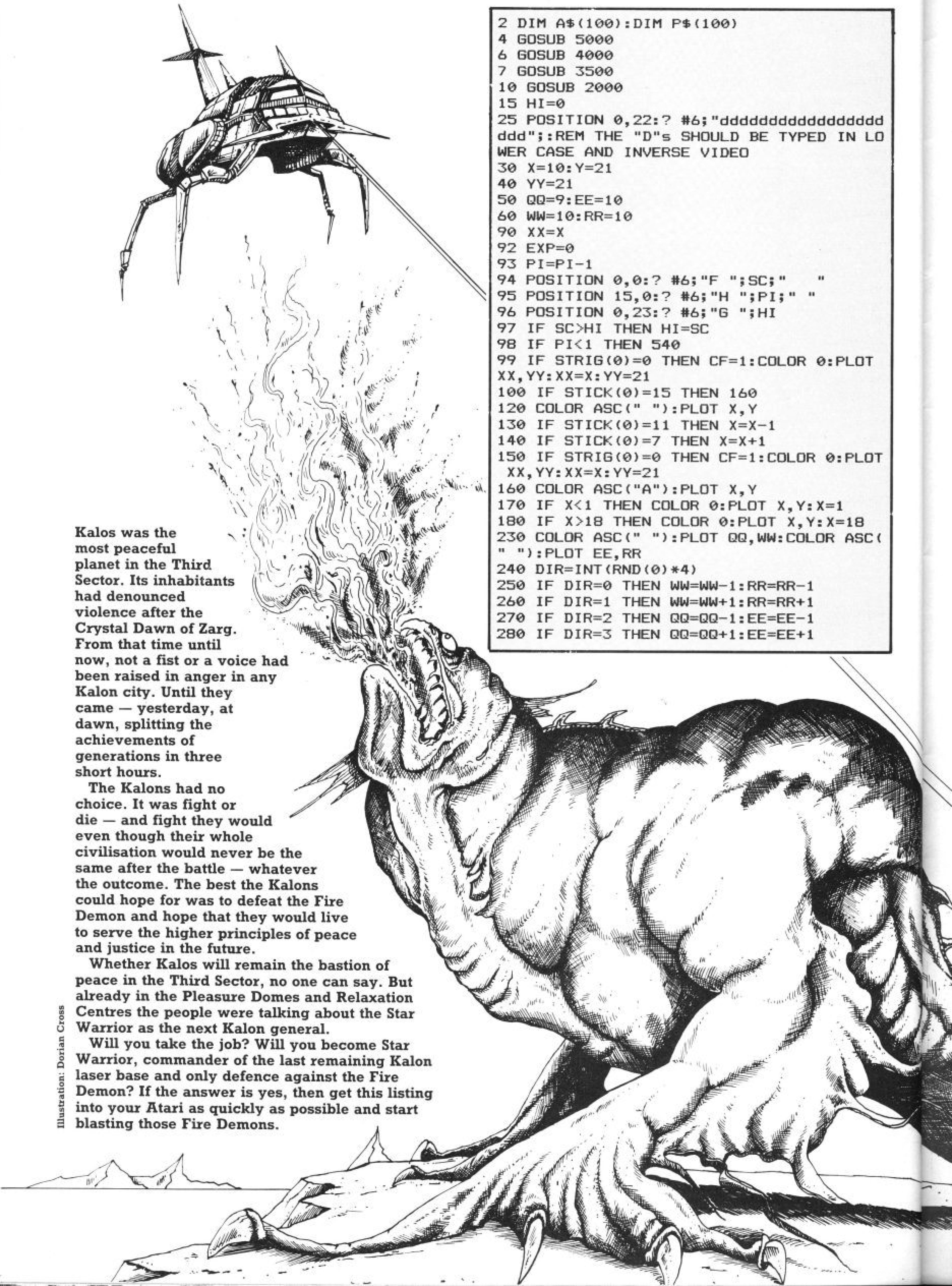
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```
2 DIM A$(100):DIM P$(100)
4 GOSUB 5000
6 GOSUB 4000
7 GOSUB 3500
10 GOSUB 2000
15 HI=0
25 POSITION 0,22:? #6;"ddddddddddddddd
ddd";:REM THE "D"s SHOULD BE TYPED IN LO
WER CASE AND INVERSE VIDEO
30 X=10:Y=21
40 YY=21
50 QQ=9:EE=10
60 WW=10:RR=10
90 XX=X
92 EXP=0
93 PI=PI-1
94 POSITION 0,0:? #6;"F ";SC;"    "
95 POSITION 15,0:? #6;"H ";PI;" "
96 POSITION 0,23:? #6;"G ";HI
97 IF SC>HI THEN HI=SC
98 IF PI<1 THEN 540
99 IF STRIG(0)=0 THEN CF=1:COLOR 0:PLOT
XX,YY:XX=X:YY=21
100 IF STICK(0)=15 THEN 160
120 COLOR ASC(" "):PLOT X,Y
130 IF STICK(0)=11 THEN X=X-1
140 IF STICK(0)=7 THEN X=X+1
150 IF STRIG(0)=0 THEN CF=1:COLOR 0:PLOT
 XX,YY:XX=X:YY=21
160 COLOR ASC("A"):PLOT X,Y
170 IF X<1 THEN COLOR 0:PLOT X,Y:X=1
180 IF X>18 THEN COLOR 0:PLOT X,Y:X=18
230 COLOR ASC(" "):PLOT QQ,WW:COLOR ASC(
" "):PLOT EE,RR
240 DIR=INT(RND(0)*4)
250 IF DIR=0 THEN WW=WW-1:RR=RR-1
260 IF DIR=1 THEN WW=WW+1:RR=RR+1
270 IF DIR=2 THEN QQ=QQ-1:EE=EE-1
280 IF DIR=3 THEN QQ=QQ+1:EE=EE+1
```

Kalos was the most peaceful planet in the Third Sector. Its inhabitants had denounced violence after the Crystal Dawn of Zarg. From that time until now, not a fist or a voice had been raised in anger in any Kalon city. Until they came — yesterday, at dawn, splitting the achievements of generations in three short hours.

The Kalons had no choice. It was fight or die — and fight they would even though their whole civilisation would never be the same after the battle — whatever the outcome. The best the Kalons could hope for was to defeat the Fire Demon and hope that they would live to serve the higher principles of peace and justice in the future.

Whether Kalos will remain the bastion of peace in the Third Sector, no one can say. But already in the Pleasure Domes and Relaxation Centres the people were talking about the Star Warrior as the next Kalon general.

Will you take the job? Will you become Star Warrior, commander of the last remaining Kalon laser base and only defence against the Fire Demon? If the answer is yes, then get this listing into your Atari as quickly as possible and start blasting those Fire Demons.

Illustration: Dorian Cross

```
290 COLOR ASC("B"):PLOT QQ,WW:COLOR ASC(
"C"):PLOT EE,RR
300 LOCATE XX,YY,ZZ
305 LOCATE QQ,WW,NN
310 LOCATE EE,RR,MM
315 IF ZZ=NN THEN SC=SC+15:EXP=1
320 IF ZZ=MM THEN SC=SC+15:EXP=1
322 IF EXP=1 THEN 1000
330 IF WW<2 THEN COLOR 0:PLOT QQ,WW:WW=2
340 IF RR<2 THEN COLOR 0:PLOT EE,RR:RR=2
350 IF WW>20 THEN COLOR 0:PLOT QQ,WW:WW=
20
360 IF RR>20 THEN COLOR 0:PLOT EE,RR:RR=
20
370 IF QQ<2 THEN COLOR 0:PLOT QQ,WW:QQ=2
380 IF EE<3 THEN COLOR 0:PLOT EE,RR:EE=3
390 IF QQ>16 THEN COLOR 0:PLOT QQ,WW:QQ=
16
400 IF EE>17 THEN COLOR 0:PLOT EE,RR:EE=
17
410 IF CF=0 THEN YY=21:GOTO 90
420 IF YY<2 THEN CF=0:COLOR ASC(" "):PLO
T XX,YY
430 IF CF=1 THEN COLOR ASC(" "):PLOT XX,
YY:YY=YY-1:COLOR ASC("."):PLOT XX,YY
450 IF SC>HI THEN HI=SC
500 GOTO 93
540 OPEN #1,4,0,"K:":GET #1,K:CLOSE #1
550 POSITION 1,0:? #6;"      "
551 IF K=ASC("1") THEN PI=100:GOTO 600:P
O=100
552 IF K=ASC("2") THEN PI=150:GOTO 600:P
O=150
553 IF K=ASC("3") THEN PI=200:GOTO 600:P
O=200
554 IF K=ASC("4") THEN PI=250:GOTO 600:P
O=250
555 GOTO 550
600 COLOR 0:PLOT QQ,WW:COLOR 0:PLOT EE,R
R:COLOR 0:PLOT XX.YY:SC=0:CF=0:GOTO 40
```

RUNS ON ATARI 400/800

BY D PAPWORTH

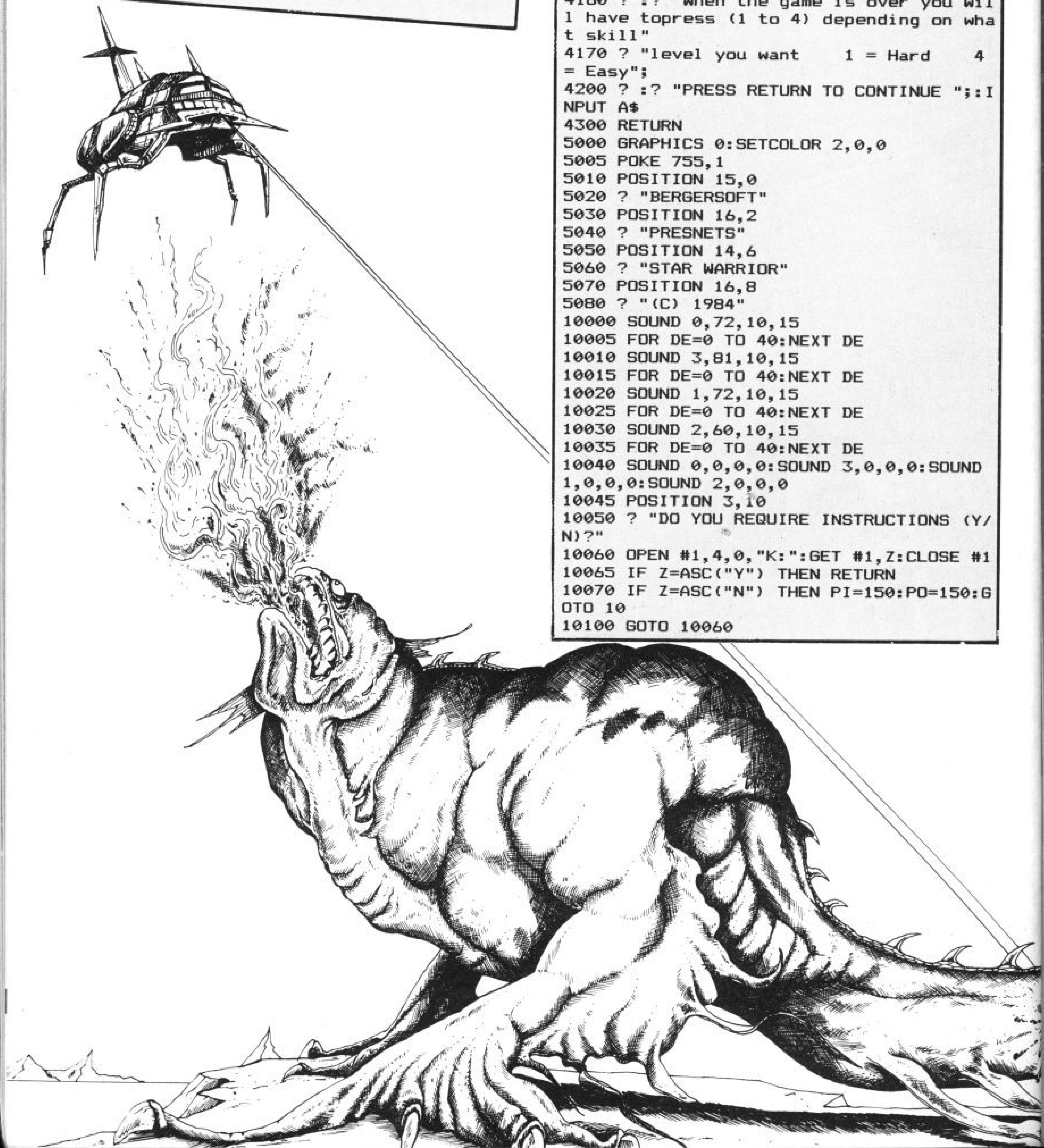
```
610 GOTO 600
1000 FOR EXPLOSION=14 TO 0 STEP -1
1010 SOUND 0,EXPLOSION,10,15
1020 SETCOLOR 4,EXPLOSION,10
1030 COLOR ASC("e"):PLOT QQ,WW:COLOR ASC
("e"):PLOT EE,RR
1040 NEXT EXPLOSION
1050 SOUND 0,0,0,0
1060 SETCOLOR 4,0,0
1070 CF=0:PI=PO
1080 FOR DE=0 TO 300:NEXT DE
1090 COLOR 0:PLOT QQ,WW:COLOR 0:PLOT EE,
RR
1100 GOTO 40
2000 GRAPHICS 1+16
2005 POKE 106,PEEK(106)-8
2010 P=PEEK(106)
2020 N=P*256
2030 FOR V=0 TO 300:POKE N+V,PEEK(57344+
V):NEXT V
2040 FOR BA=33 TO 40
2050 FOR V=0 TO 7:READ D:POKE N+V+(BA*8)
,D:NEXT V
2060 NEXT BA
2070 POKE 756,P
2100 DATA 24,24,24,24,60,126,231,195
2110 DATA 1,242,125,31,9,13,6,0
2120 DATA 128,79,190,248,144,176,96,0
2130 DATA 255,0,0,0,0,0,0,255
2140 DATA 24,8,86,8,84,74,16,24
2220 DATA 0,238,136,136,232,40,40,238
2230 DATA 0,174,164,164,228,164,164,174
2240 DATA 0,238,68,68,68,68,68,78
2500 RETURN
3500 GRAPHICS 0:SETCOLOR 4,12,4:SETCOLOR
 2,9,4
3505 ? :? "LEVEL  1 HARD"
3506 ? :? "LEVEL  2 QUITE HARD"
3507 ? :? "LEVEL  3 QUITE EASY"
```

STAR WARRIOR



```
3508 ? :? "LEVEL  4 EASY"
3510 ? :? "Enter level required ";
3512 INPUT P$
3517 IF P$="1" THEN PI=100:PO=PI:RETURN
3518 IF P$="2" THEN PI=150:PO=PI:RETURN
3519 IF P$="3" THEN PI=200:PO=PI:RETURN
3520 IF P$="4" THEN PI=250:PO=PI:RETURN
3522 GOTO 3510
4000 GRAPHICS 0:SETCOLOR 4,12,4:SETCOLOR
 2,9,4
4010 POSITION 13,2:? "STAR WARRIOR"
4020 POSITION 13,3:? "^^^^^^^^^^^^"
4030 ? :? "You are the last remaining la
ser canon";
4035 ? "defending the"
4040 ? "Planet Kalos from the fire Demon
s"
```

```
4050 ? "decending from the sky. You can
fire"
4060 ? "laser bolts at the Demons but so
me"
4070 ? "times it takes more than one las
er"
4080 ? "bolt to destroy the Demon P.S. I
f you"
4090 ? "take too long trying to destroy
the"
4100 ? "Demon it will land and destroy y
ou."
4110 ? :? "PRESS RETURN TO CONTINUE ";:I
NPUT A$
4150 ? "}"
4160 ? :? "When the game is over you wil
l have topress (1 to 4) depending on wha
t skill"
4170 ? "level you want     1 = Hard     4
= Easy";
4200 ? :? "PRESS RETURN TO CONTINUE ";:I
NPUT A$
4300 RETURN
5000 GRAPHICS 0:SETCOLOR 2,0,0
5005 POKE 755,1
5010 POSITION 15,0
5020 ? "BERGERSOFT"
5030 POSITION 16,2
5040 ? "PRESNETS"
5050 POSITION 14,6
5060 ? "STAR WARRIOR"
5070 POSITION 16,8
5080 ? "(C) 1984"
10000 SOUND 0,72,10,15
10005 FOR DE=0 TO 40:NEXT DE
10010 SOUND 3,81,10,15
10015 FOR DE=0 TO 40:NEXT DE
10020 SOUND 1,72,10,15
10025 FOR DE=0 TO 40:NEXT DE
10030 SOUND 2,60,10,15
10035 FOR DE=0 TO 40:NEXT DE
10040 SOUND 0,0,0,0:SOUND 3,0,0,0:SOUND
1,0,0,0:SOUND 2,0,0,0
10045 POSITION 3,10
10050 ? "DO YOU REQUIRE INSTRUCTIONS (Y/
N)?"
10060 OPEN #1,4,0,"K:":GET #1,Z:CLOSE #1
10065 IF Z=ASC("Y") THEN RETURN
10070 IF Z=ASC("N") THEN PI=150:PO=150:G
OTO 10
10100 GOTO 10060
```



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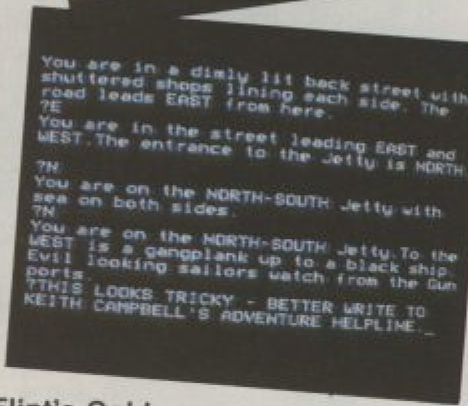
FLINT'S GOLD

There I was, smugly thinking I'd wrapped up this month's Adventure pages, when I looked with horror at my disc directory and found I was three granules short! Having spent the day checking through the games I'd reviewed by playing them again, tidying copy up, adding bits, answering helping letters and filing things, I though OH NO! Not another, at this late hour!

A BBC game, I thought – shorter loading time than the Commodore and easier on the fingers than the Spectrum. I perused the software shelf and saw nothing special. I pulled out *Haunted Abbey* From A&F and, after an hour, wished I hadn't!

There was something very nasty in that abbey and it kept taking me back to BASIC READY with a click and a beep halfway through the load. I repeatedly changed volume and tone and then tried the reverse side — no duplicate. Asking for copying were I ever able to load it, wasn't it? So I looked closely at the conditions on





Flint's Gold

the inlay — piracy being a hot subject. The game is sold subject to A&F's unmentioned conditions. Think I'm clairvoyant, do they? I'd be a mug to waste money writing to them just to find out what they didn't want me to do, wouldn't I?

However, the inlay did say they didn't want me to copy – just as well I couldn't load it, I suppose. And what's this bit about not lending? Personally, I think that's downright cheeky. If I want to lend my own property to a friend I will – and nobody will stop

•REVIEWS•



me! Piracy is one thing – back-up copying and lending is another.

A&F undertake to replace copies that do not load, but I needed to meet a deadline and could not wait that long. Piracy, eh? So I picked up *Flint's Gold* – it had a copy on both sides.

A&F's loss was Micrograf's gain, for here, under an innocuous inlay, was a gem. Here, in glorious technicolor and four track sound, was a light, bubbly Adventure. I could seė the green palm trees and the galleon in the bay under a blue sky. I could hear the rush of foam on a tropical beach and the screech of seagull's circling overhead. The sailor's hornpipe got a hold of me and I drifted . . . a welcome change from heavy puzzling and synonym bashing.

All this was not in the mind — there it was coming from the speaker and screen of my Beeb. Eventually, I came face to face with a black and white text Adventure with pictorial interludes, but the sound effects continued, bringing the colour back to mind.

The language was heavily overdone. "Aye Aye, Matey," and "OK, Jim Lad" are among the phrases, but even when Long John Silver smashed me with his crutch and I was told "You are dead, matey!" I didn't mind! I cursed, but I had a smile on my face. I had been thoroughly enjoying myself getting drunk on grog, listening to whispered messages from a seaman lurking in a dark alley and trying to milk a goat!

Despite what I said about a relief from puzzling, this Adventure is not without problems — but it is wonderfully entertaining with it!

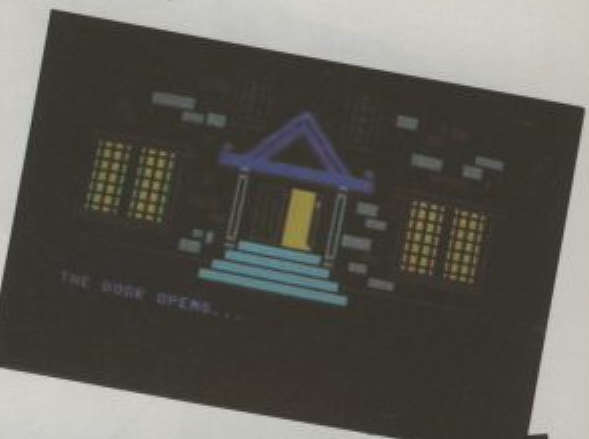
Flint's Gold is from Micrograf for the BBC, priced £6.95, or £9.95 on disc.

MUNROE MANOR

In *Mystery of Munroe Manor*, I found a most unusual Adventure. Music accompanies the title page and continues whilst the background story is unfolded. This tells of Lord Munroe, the famous Adventurer who, on returning from Egypt, has strangely become a recluse in his West Country manor. The story is authenticated by graphically displayed front pages from *The Times* and *Guardian* of 1903. Perhaps this gives away the age of the author for, when I started reading it, it was known as the *Manchester Guardian*.

Just as well, then, that I was assigned the role of a *Times* reporter following up the story.

I was transported to the drive of Munroe Manor after dark. The eerie music continued as, across one of the lit windows, the figure of a man could be seen moving. The door opened





Mystery of Munroe Manor

and a shaft of light crept out. I went in and the door closed behind me, creaking forebodingly.

Unfortunately, the tension that had built up collapsed as this point, for there was a 12-minute wait whilst the main program loaded.

I found myself in a dimly lit hallway, stairs just visible disappearing up to the left and a door on the right. There was a mirror on the wall opposite. I looked at it and read a message written in blood. Dramatic music accompanied the image of the writing on the mirror.

As you may have gathered, *Munroe Manor* is a graphics and text Adventure, with a picture at every location. These are drawn with such

rapidity that the response compares well with many a non-graphical Adventure. The pictures are detailed and colourful, too.

What lets the game down is the text. A short list of common words and abbreviations is provided in the inlay, and discovery of other words is left to your logic. The standard response "UNABLE TO TRANSLATE – TRY AGAIN" does nothing to help the player find the right ones.

I eventually got stuck halfway up the stairs, where a section had rotted away becoming apparently unpassable. A lengthy session spent trying to cross it led nowhere. Neither jumping nor mending was possible and I got caught up in a sequence of "CAN'T GO THERE" and "UNABLE TO TRANSLATE." Unfortunately, the latter was also the response to my plea for help and I decided that either my powers of logic or the vocabulary was extremely limited.

Perhaps I was just not in tune with the vocab., which is a pity, for a game that had excited at the start, disappointed before I got very far.

Mystery of Munroe Manor is from Severn Software for the Commodore 64, priced £8.50.

THREE EPICS

Castle Frankenstein, The Quest for the Holy Grail and *The Kingdom of Klein* are three text adventures from Epic Software for the BBC micro.

The games all follow the same format. They start with Epic's "logo" — a catchy tune played to some clever graphics of the word "EPIC" shifting around the screen. This I found to be the most interesting and enjoyable feature of each cassette.

The instructions load after the logo and are well presented and comprehensive. In each case some key commands are left on the screen whilst the main program loads.

All games have a very fast response, with coloured scrolling text. Too many blank lines have been inserted for comfort, for all too soon previous parts of the conversation disappear.

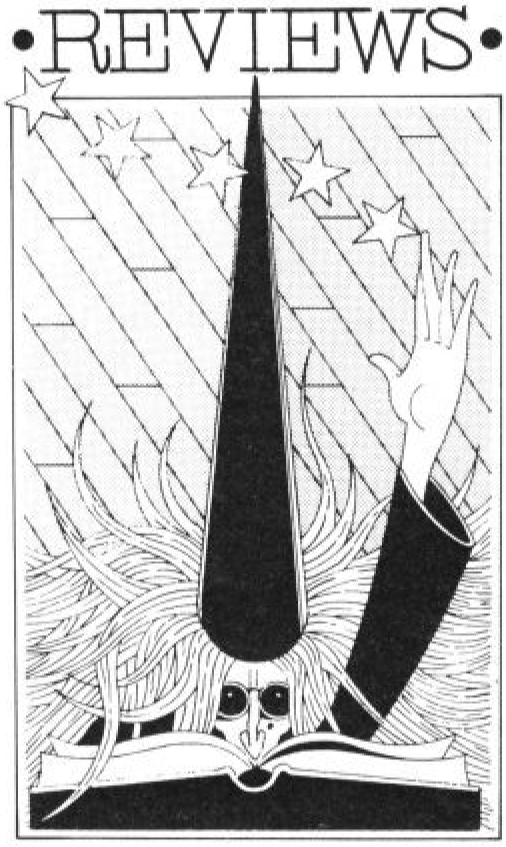
The vocabulary is different from most Adventures, in that to enter a building the command is "go in". It took me quite a while to suss this one, which is quite extraordinary really, for it makes perfect sense. It's just that I have never come across the use of it in an Adventure before!

What detracts from the games is the lack of any "obvious exit" routes — the North, South, East and West type. Without these, one tends to blunder wildly along paths and round courtyards, bumpting into all manner of obstacles in one's way. For example, a road is likely to change direction suddenly without any warning, when the player will come to a "you can't go there" obstruction and has to type away until a route is found.

What of each game? Probably *Kingdom of Klein* is the best of the bunch, although that isn't really saying too much. A palace courtyard seems illogical if you are trying to map it — although it seems all right as you play. From east end, type S and you get to the south end, type W and you get to the west end, or N and you get to the north-end.

In *Klein*, you must get the magic *Klein* bottle by defying the witch's curse, solve some mysteries and return the bottle. There seemed to be a minimum number of problems and a lot of bumping into things during the journey to the mountain. Not a mind-bender by any means and, I decided, it held no real interest for me, lacking in any charm or humour as compensation.

Castle Frankenstein starts off at an inn — yet another where I was unable to get a pint! The monster Frankenstein is thought to be on the loose again, committing murders, and you must find and kill him. "Explore the graveyard and Castle ruins, with its secret passages, sulphur pits etc." says the instruction. Reads like a tourist guide, doesn't it? Trouble was, have paraffin lamp — no paraffin.



This is a particularly infuriating game, as I can only assume the lamp was empty.

Quest for the Holy Grail follows the same tiresome format — find the Holy Grail and return it to Camelot. I won't bore you with the details. All in all, this trio did not inspire me one bit — I found the lot irrepressibly dull and awful.

Keith Campbell

GHOST TOWN

Scott Adams sends you on the *Wild West* trail in *Ghost Town*, soon to be available for the BBC, Commodore and Spectrum computers, in addition to the current range.

So here is an appetiser for those who have not yet enjoyed or cursed its cursor!

"I'm in a ghost town. Visible items: Jail, Barbershop. Tell me what to do?"

Thus the opening display greets you. No help on this one, pardner, you're on Scott's Adventure all alone.

The object of the game is to find the 13 treasures hidden in various locations and there are plenty of places to explore. Don't take too long, however, because the sun's going down and you need to find somewhere warm to spend the night. Fail and you won't live to see another day.

As may be expected in any good cowboy town, even if it is populated entirely by ghosts, plenty of action takes place in the saloon. Ghostly comings and goings occur at different times as the game progresses — that's if you hang around long enough to see.

Other places of interest are a jail you have to break IN to and a visit to "Boot Hill". Beware though, that you don't become one of its more recent occupants.

The stables are another place worthy of note, with lots to offer the prospective treasure hunter in pursuit of his riches. Of course, you can end up in a smelly pile of manure, should you be on the wrong end of an argument with a horse. Such humiliation is not, however, without its own rewards. As for the horse, get him moving and you'll ride to pastures new.

What else is needed? Some knowledge of basic chemistry, a touch of morse code, and hope that your hands don't blister too easily — there's lots of digging to be done! Also, make sure you're in prime physical condition, (you need to jump around a lot!) and use all five senses.

Probably the most intricate of Scott's original 12 Adventures, *Ghost Town*, just sits there and challenges you to solve it. You'll end up dead in a number of ingenious ways, but don't lose heart — all the information needed is there for you to come out a winner.

Certainly this is one Adventure you won't put down. Now, how do I open this safe . . .?

Ghost Town is from *Adventure International* and is available for a variety of micros, some with graphics version.

Steven Donoghue

COMMODORE 64 software. Swap titles include Monopoly, Armaggedon, Neptunes Daughters, Mr Wimpy, Manic Miner, Hunchback, Aquanaut. Tel: James on (0924) 903082.

SELL ATARI VCS with 15 games and storage system. Sell for £150. Write to: Robert Hiley, 39 Highbridge Road, Sutton Coldfield, West Midlands B735QB.

SPECTRUM SOFTWARE. (all originals). Lunar Jetman, Doomsday Castle, Ship of Doom. £3.50 each or £10 all three. Also Aquarius computer, as new, still in box. £35. Phone Worcester (0905) 58359.

VIC 20 cartridges, Adventureland and Pirate Cave only £11 for both, write to Martin Ashcroft, 12 Cedar Grove, Orrell, Wigan, WN5 8NH.

COMMODORE 64, 9 games include: Scramble 64, Panic 64, China Miner, Dr Watsons basic adventures, Centropods, Tank Atak, Cosmic Commando and Stella Wars. Phone 08696 325 and ask for Spingo. All £5 each, in good condition.

ATARI VCS: Adventure and Laser Blast for an amazing price of only £10 for both or £6 for one. Tel: 01-289 2450 phone between 4-9pm. As for Jonathan Evans.

CBM 64, £229 for computer and tape recorder, £200 disk drive, £320 software, £50 for Simon's basic + joysticks, magazines and 4 Datalife disks — £800 worth, quick sale must go for £450. Phone Uxbridge 54502.

48K SPECTRUM for sale plus Kempston interface tape recorder £90 worth of games including Jet Set Willy, Jetman, Hobbit and magazines. Still under guarantee £170. Phone Stevenage 62471 after 5pm.

TEXAS TI99/4A, + cassette leads, manual, program book, "Get the most from . . ." book, 12 programs on cassette, fully boxed. Ideal educational computer. £95. Tel: 0274 576985 after 5.30. Anytime at weekend.

SPECTRUM 48K, cambridge programmable interface, Quickshot joystick, £300 worth of software, books and magazines. £330 ono. Phone Wilmslow 523540.

LISTINGS FOR Commodore 64 on Epson printer. IP PP4 line. A. Davis, 51 Lowick Drive, Poulton-le-Fylde, Lancashire FY6 8HB.

48K SPECTRUM for sale. 33 games worth over £200 including Hobbit, Manic Miner, Jet Pac and other best sellers. Also Kempston type joystick interface. Total package worth £350 approximately, asking price £140. Tel: 32 743 9891 Birmingham.

CBM 64 and Vic 20 software with up to 30% discount. Telephone 0675 70614 or write to Crystal Software, 69 Oaklands, Curdworth, Sutton Coldfield, Midlands.

MACHO MAN new game for CBM 64 and 48K Spectrum M/C sprite graphics £4.50. Also headerless load/save system only £3.50 for any Spectrum. The Meadow coming soon! Beware!! Reflex Software, 15 Bellsville, Gilesgate Moor, Durham DH1 2HY. Cheques payable to Reflex Software.

ATARI SOFTWARE cartridges: Donkey Kong £14, Jumbo Jet Pilot £10, Krazy Shootout £7. Cassettes: Airstrike 2, Diamonds, Up Up and Away, Cytron Masters, Battle of Shilon Legionnaire, The Count Curse of Crowley Manor, Snowball £5 each. Telephone Newcastle 629346.

DRAGON, 2 joysticks including Quickshot, EH70 software, Chuckie, King, Shuttle, Cuthberts, Force, Painter, Ugh, Whirlybird, Pool, Frogger, Leggit, Ultrapede, Pedro, Pettigrew. £160 or swap for Spectrum and software. Risca 612445.

JETSET hint sheet. Includes how to get the conservatory roof items, disable the attack chain reaction and much more. Send £1 to N. Purvis, 18 Shepley Street, Eastmoor Estate, Wakefield, West Yorkshire.

48K SPECTRUM, CC/800 tape recorder, D K Tronics, Light Pen, loads of software. Will sell for £130 ono or swap for all above plus £40 for Commodore 64 and C2N recorder. Tel: (0604) 843665.

TI99/4A's extended basic with many games £45, will separate — £30 for ex-basic £19 for games. (worth £50). Also Parsec £12, Alpiner £9, Carwars £7, Tombstone City £7, Wumpus £6 or £79 the lot. Tel: 061 439 5875.

SPECTRUM 16K £75, Printer and paper £25, Games from £3. Telephone Kingsbridge 561566. Consule case £10. All 3 months old. Package prices negotiable. Kempston joystick £9.

SPECTRUM software sale or swap. Many top titles. Send for list to 41 Lorenzo Drive, Norris Green, Liverpool, L11. Telephone 061 256 9360 and ask for Carl after 4.15pm.

SWAP BBC B 6 months old with tape recorder and joystick interface and over 140 games and utilities plus mags, for Commodore 64 with disk drive and software (any other add ons considered). Tel: 051-263 3334.

48K ZX Spectrum (in guarantee) with joystick and interface, printer, cassette recorder, well over 50 software titles (big names) and some books and magazines. Total cost well over £600, asking £360 ono. Tel: Yeovil 28353.

PHILIPS G7000 plus four cartridges including computer cartridge, £30 ono. Tel: Sheffield (0742) 394938.

SWAP or for sale Atari 400 with 16K and cassette recorder, plus many books, plus Basic Pacman and Miner 2049er Atari VCS with six games, all have joysticks, the lot for £250, will break down or swap with Commodore 64 with cassette recorder. Tel: 01-777 8181, ask for Peter.

DRAGON 32 plus joysticks and software. Cost about £570. Will sell for £110 ono. Tel: 051-426 1363 after 6pm.

COLOUR GENIE software to swap eg "Martian Rescue", "Scramble", "Kong" etc. Tel: Hereford 269243 after 6pm.

SPECTRUM 48K, nearly £70 of books, £120 of software, Kempston joystick, plus large amount of mags (worth of £370), sell for £210. M. A. Pilling, 32 Halton Road, Great Sankey, Warrington, Cheshire, Mark. Tel: Penketh 2601.

VIC 20 for sale, includes Vixen 16K switchable ram pack, 6 game cassettes, 1 cartridge, Commodore recorder manual and introduction to basic part one, all for £150. Contact Bryan after 8pm. Tel: 01-360 6881.

EXCHANGE Spectrum 48K games. Have Scuba Dive, Lunar Jetman, Arcadia, Pitman 7, Inca Curse. Will swap any for either Android 2, Hunchback, Pimania, Night Gunner. Write to D. Theodosiou, 36 Mill Lane, Harbledown, Canterbury, Kent.

COMMODORE 64, 1541 disk drive, graphic printer, cassette unit, Simons Basic, two joysticks and 16 disks of American and English software. Sell £600 ono or swap for Atari 800XL with disk drive and software etc. Tel: Cardiff (0222) 778421.

COMMODORE 64 games for sale, all originals in excellent condition, Hover Bovver, Revenge of Mutant Camels, £3.50, Slinky, £5, Pooyan, £6 and Official Frogger, £12. Tel: Chandlers Frog 61157 evenings, ask for Mr John.

DRAGON 32K plus software, books and magazines, with all leads etc. £130 ono. Tel: Bradford (0274) 616569.

TRS80 L2 16K plus 32k exp, interface, CTR80 rec, CGP 115 colour graphic printer, £250. TRS80/VG software from £1.50. For list and offers tel: 01-669 4830. A. Young.

VIC 20, program recorder, B slot switchable 8K motherboard, 8K ram pack, 3K super expander, joystick, manuals, Omega Race cartridge, assembler/Monitor on tape, also many bought games, £230. Tel: 0377 46176.

VIC 20, plus cassette unit, plus manual, switchable 16K ram and some games, £120 ono. 30 Roman Way, Irchester, Northants NN9 7EG. Tel: Rushden 57942.

PHILIPS G7000 video game consul plus 4 video packs. Cosmic Conflict, Space Rendezvous, Dam Busters and Quest of the Rings, s new, £55 ono. Tel: Upper Warlingham 6340.

DRAGON 32 games, Franklins Tomb, Jerusalem Adventure, Mansion Adventure, Donkey Kong (original name of The Kong), Dragon Trek, Cuthbert goes Walkabout, Cuthbert in the Jungle, Crusader, £4 each. Dragon Mountain, £2.50, Mined Out, £3.50, Ring of Darkness, Pimania £5, Starship (mameleon cartridge) £13. Tel: Swansea 465735.

FOR SALE Texas TI99/4A computer, extended basic from (inc of capability of 28 sprites) complete with 2 manuals, cassette lead, cassette games, Latin programs, Module rom software including Parsec, Tombestone City and adventure with Scott Adams adventures. Excellent condition with original packing. Tel: Southampton 767519 between 5pm and 8pm.

FOR SALE Texas TI99/4A Plus Joysticks, Teach Yourself Basic. New Club mags, Issues, Rom cartridge with Connect Four game, plenty of listings and 16 cassette games. Contact S. Kondel, 159 Altmore Ave. East Ham, London E6.

SPECTRUM CURRAH Speech Unit for sale. As new in presentation box with demo tape and manual. Will accept £20. Tel: Staines 57086 and ask for Farley.

TEXAS TI99/4A Parsec cartridge. £12. Very good condition with instructions and box. Tel: Broadstone (Dorset) 696531. 6pm-9pm.

NEW Multisave for the 48K Spectrum. This program backer is suitable for normal headerless and even extended header files. It features multiple copies, fast loading and easy menu operation. Just £4.50 from B. Benson, 6 Lambert Cross, Saffron Walden, Essex.

TI99/4A joysticks for sale, hardly used, £10 for the pair. Please contact D. P. Clancy, Goodison, Promenade, Llanfairfechan, Gwynnedd LL33 DBU.

ORIC 1 48K, 19 games include Hobbit, Hunchback, Dracula's Revenge, The Ultra, Xenon 1 and Invaders. All the leads, manuals etc, books and dust cover. Worth over £300, offers around £150. Write to D. Wilkins, White Gables, Mill Hill Road, Arnesby, Leics LE8 3WG.

WANTED extended basic, with games, adventure module and games. Tel: 0208 2661 or send details to 8 Dowe Cres, Bodmin, Cornwall.

WANTED TI99/4A expanded basic, and/or Mini memory, offers to G. Hendrie, 6 Feather Dell, Hatfield, Herts. or tel: Hatfield 63838.

TI99/4A computer, speech synthesizer, joysticks, books, 4 room cartridges, Parsec, Hunt the Wumpus, The Attack, Connect Four, also several games cassettes and Teach Yourself Basic cassettes, only £100. Tel: 01-242 9101 (Derek).

WANTED TI99/4A extended Basic cartridge in good condition with instructions. Contact D. Slack, 122 Middle May View, Gleadless Valley, Sheffield S14 1QN.

VECTREX computer game. Very fast arcade graphics on built-in screen. Plus 6 games, and extra hand control. Cost £280, accept £100 ovno, buyer collects. Contact Simon. Tel: 01-698 9046.

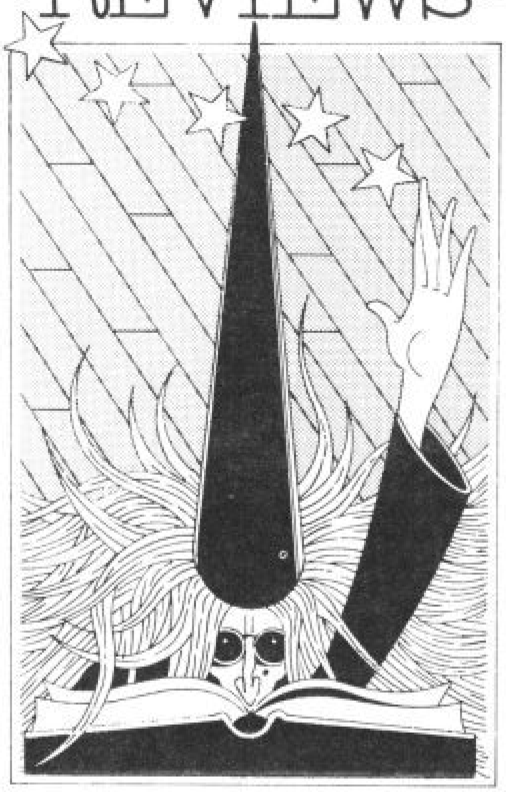
VIC 20 16K, plus tape deck, £150 worth of software and joystick, £125. Tel: 0253 46293.

ATARI cartridges for sale, Pacman, Buck Rogers, Star Raiders, EMI, Soccer, Donkey Kong and others, £5. Tel: (0709) 72868 after 2pm.

TI99/43A three great arcade games for the TI. All at £3, all in ext basic. Jumpin Jack, Mario the Caretaker, Hunchback. All orders add 30p p&p. Send sae for details plus 20p. Lakesoft, 2A Birthorpe Road, Billingborough, Sleaford, Lincs.

TI99/4A excellent condition still under guarantee plus extended basic, plus games, plus tape recorder, plus lots of mags with programs in, £150 ono. Tel: Guisborough 51785.

•REVIEWS•



ADVENTURE QUEST

Being the owner of an Atari with disc drive, I have tended to concentrate my Adventure playing on disc-based games. But the tape-based Adventures from Level 9 have been hitting the headlines recently, so I thought it time to try one myself.

In this Adventure, the player has to overthrow the demon king, who is tucked away far behind many elaborate defences. Using either cunning and skill, or brute force, you must find a way through these to reach the Dark Tower. This you must destroy, for it contains his source of power.

Once at the tower, gaining entry could be a big problem for, if you have missed one of the four keys on the way there, you may never get in. Once inside, staying alive long enough to kill the demon king will involve you in a dangerous game of hide and seek with demons and some very nasty guards. Being in the right place at the right time will eventually let good (you, the player) triumph over evil.

To say that this is a big Adventure would be an understatement, for there are over 200 locations and some of the most elaborate problems to overcome that I have ever encountered.

Adventure Quest more than lived up to my expectations for a tape game. The text descriptions were long and made both compelling and exciting reading — the like of which I had only before seen on disc Adventures. The response time was good and the vocabulary understood by the program left little to be desired.

Level 9 Adventures are supplied with an envelope and card entitling the player to one free clue. But Level 9 have now gone one better and supply very comprehensive hint sheets for all their Adventures free, if you send a stamped addressed envelope.

Although available for a wide range of micros (see below), Atari fans in particular should be overjoyed at the price - £9.90 compared with the usual £30 price tag on most Atari software.

Adventure Quest is from Level 9 Computing, priced £9.90, for the following micros: BBC 32k, Commodore 64, Spectrum 48k, Lynx 48k, Nascom 32k, Oric 48k and Atari 32k.

Paul Coppins.

TEN LITTLE INDIANS

When Major Johnstone-Smythe died, he authorised all his fortune to be converted to gold and fashioned into a figurine to be hidden away somewhere in the grounds of his estate. He did not want his fortune to be inherited — it was his wish that it should be earned.

He therefore commissioned ten similar figures to be made, worthless until all brought together, when they would divulge the whereabouts of the golden figure. These were well hidden by the Major before his death, using military knowledge and tactics. It is reported that, of those who have sought the figures, only a handful have returned.

So it is that you find yourself joining in the search in *Ten Little Indians*, one of the *Mysterious Adventures*. I found it to have an interesting plot and, although not too difficult, it has many a concealed snare to decoy the unwary Adventurer. In one or two locations, just pausing to consider my next move turned out to be a fatal mistake. This gave the game that little extra urgency, stimulating excitement and interest to the extent that, once started, I just had to fight through to a successful end.

That is not to say the game is too easy — judging by the latest batch of Helpline letters, many readers are having problems! The main difficulty seems to be — ah, that would be telling! My advice is to keep things simple and not try to be so tidy if you are to be successful!

The Atari version, which I played, unfortunately does not have graphics, as do the Spectrum, Commodore and Dragon versions. However, I did like the split screen and use of coloured text which was easy on the eye.

Ten Little Indians is from Digital Fantasia for the BBC 32k and Spectrum 18k versions, and from Channel 8 Software for Atari, Dragon and Commodore versions, all at £9.95.

Paul Coppins

THE QUEST

The Quest is an Adventure from Commodore for the 64 and is supplied on a disc along with five other games plus a back-up utility program, under the collective title of *The Six Variety Games Programs*. The package is often supplied free when a disc drive is purchased.

The back-up utility, I discovered, was just about the slowest back-up on earth, requiring about 45 minutes (with operator intervention throughout) to copy a complete disc. I tried it out on the Commodore disc itself and found none of the games would run from the back-up copy!

So much for taking precautions against Commodore disc failures! I loaded *The Quest* from the main disc with a feeling of foreboding!

The leaflet that comes with the disc includes a reasonable guide to playing *The Quest* and explains that it has a vocabulary of 51 words, but accepts others in certain situations. In fact, this is an understatement, since there is a GLOSSARY command which lists 51 words, all of which are verbs and directions. As there are plenty of objects and scenery in the game, the overall vocabulary is much bigger.

When played, the game gives a similar feeling to the *Colossal Cave*, although the plot is entirely different. The setting is, nevertheless, in a network of underground caves and the objective is to find the Maker and return him to his source of power.

Although it is supplied on disc, that is not strictly necessary, for I discovered that it does not access the disc during play.

In exploring the caves, one must traverse a variety of passages and crystal chambers etc. — all the usual trappings. Stone and iron staircases abound and from the centre of it all spreads out an orange glow.

Various mystery objects are encountered that appear to require magic to move and there are some nice puzzles for the mind to grapple with. A lot of exploration will have to be done to discover the various facilities available for solving the puzzles.

This is a text-only Adventure, with a fast response and, according to the instructions, it has 120 rooms and 53 objects. I never like to know how many there are — it adds a dimension of surprise to find out for yourself!

Quite a good Adventure for the beginner and one that will probably be played by more experienced players too. To explore and map the game will take quite some time. Although it is supplied on disc, that is not strictly necessary, for it does not access the disc during play.

The Quest is from Commodore for the Commodore 64.

Keith Campbell

TITANIC

The Adventure begins. Or so says the cassette inlay. In fact, *Titanic* for the 48k Spectrum is not really an Adventure, but a strategy game. I always thought that a strategy game contained an algorithm that allowed the player who had developed a sound strategy to win, give or take a bit of luck.

Titanic thrives on a very hit and miss approach. To begin with, you must raise enough cash to finance an expedition to find the sunken wreck and find and recover gold that was on board.

This is quite fun, for there is a selection menu of 15 likely sources on finance and you must gamble, to a certain extent, on which will offer you the most. I found a publishing company that was being quite generous (could it have been EMAP??!) so I took advantage of their offer of £240,000.

I then went shopping for same NASA photos of large objects in the search area, expert diving teams, repair kits for the ship and supplies.

The next part of the game involves shifting your ship around the sea by using direction keys and it jumps about 0.5 centimetres per time. If you have been wise enough to purchase a photo, about 17 pink spots mark the sea at the positions of large objects. On arrival at one of these, the chances are that you will have run straight into an iceberg. Even though you knew there was something there, there was no means of detecting whether to plough on regardless, or approach with caution.

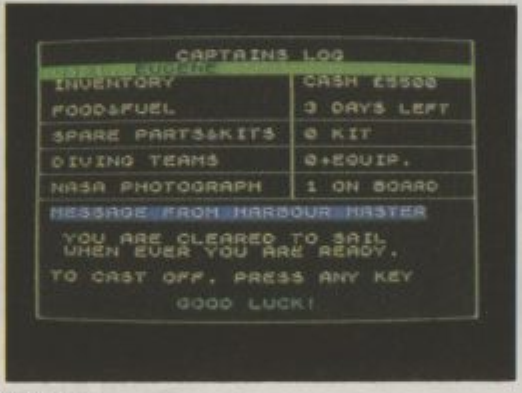
Should you be lucky enough to detect a wreck below you, you may then ignore it or send down a diving team. Of course, it is quite likely to be an old wartime ship that explodes and takes your diving team with it.

If and when you eventually find the *Titanic*, then it must be explored (limited air supply) to find the gold. The *Titanic* has four floors which for some peculiar reason are arranged as a maze. All is not lost, though, for a map is available to view in some of the rooms. There are more hazards down there to avoid — well, you can't actually avoid them so much as just come upon them and hope that the random fate that awaits you is favourable.

To me, this made a change from Adventure. It could have made a good strategy game too, had the whole business not been so dependent on luck! As there is very little scope for planning your strategy, neither the description of strategy or Adventure would seem to apply.

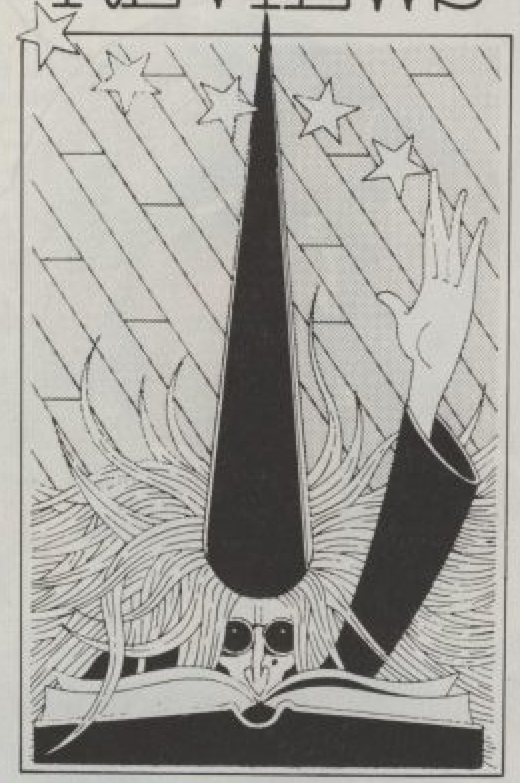
Titanic is for the 48k Spectrum from R&R Software, priced £7.95.

Keith Campbell



Titanic

•REVIEWS•



PLANETFALL

My, what a large brightly coloured folder. Quite an Adventure in itself opening it and sifting through the contents. First there is a plastic ID card labelled "Stellar Patrol" and bearing a picture of a bucket and scrubbing brush.

Odd that — still, we also have postcards with pictures of strange planets and even stranger people on them, and envelope-type things containing instructions and pages from a diary (they make very interesting reading!) and so eventually we get a large pile of paper sitting on the table.

Something seems to be missing. I try sifting through the pile and then giving the folder a shake. HELP! Where can it be? What I needed to do was EXAMINE FOLDER, for there, tucked carefully away in the back, was the most important part of the package — the *Planetfall* disc!

Having loaded the disc, the purpose of the scrubbing brush became clear, what with ambassadors from strange planets leaving green slime all over the decks. It turns out I am a junior rating on board a star ship whose superior officer does a very good impression of a beetroot every time I try to leave my post.

What have I done to deserve it? *Star Trek* was never like this! Things soon take a turn for the better (or worse, depending upon how you look at it) for I have to make a death-defying escape from the stellar patrol ship, Feinstein, using one of its many escape pads.

I then found myself on a totally alien world, my only belongings being what I was wearing at the time Feinstein met its untimely end, plus a scrubbing brush, a survival kit and a towel with the words DON'T PANIC on it. As if I would!

As luck, or Infocom would have it, I had come down right next to a large alien complex. After exploring and enjoying the local scenery, it soon became clear that this planet was in a good deal of trouble and it was down to me to put it right. As it was an alien planet, all the signs and other reading matter were in an alien language. This proved a real torment to translate.

You are not quite alone, for help is at hand in the shape of B-19-7, known to his friends as Floyd. Floyd is a robot and, as robots go, he is a little strange. Floyd refuses to grow up and act like an adult robot — he prefers playing hide and seek and writing on walls to doing any actual work. Mind you, he has a vital part to play, for you will not complete this Adventure without him. In fact, I dare say you would end up stone dead.

I found *Planetfall* to be a very humourous science fiction Adventure and a refreshing change from the usual. To play it, you'll need a good sense of humour and not a little patience, to put up with Floyd's mischievous behaviour — he can be a real pest at times. If you have these qualities, then you and *Planetfall* should get along just fine.

Planetfall is from Infocom for Atari 32k, Apple II 32k, IBM PC 48k, Commodore 64, TRS-80 Models I and III 32k, TI professional and PDP-11. Price is dependent upon version.

Paul Coppins



Planetfall



Klartz and the Dark Forces



TEMPLE OF VRAN

This is the second game in the *Mountains of Ket* trilogy and starts off on the far side of the mountain. To reach that point was (had you played it) your objective in Ket. However, it is not necessary to have played *Mountains of Ket* to be able to enjoy *Vran*.

Your aim here is to reach and enter the temple and put an end to its evil occupants. You start off endowed with the three items you were carrying as you reached the far side of the mountain in the previous game.

One of the hazards to be encountered is a right nest of nasty warts — creatures who are in the habit of throwing acid at you without warning. As in *Mountains of Ket,* there is a combat mode, though this time the rules have been slightly altered.

Some of the things you may come across are an elephant, a huge pile of washing up, a kitten and a mouse. A small point of confusion arose when I tried feeding the elephant. Unless I was carrying a certain object, the reply came back WITH WHAT? and this was followed by WHAT NOW? It became apparent, when I had the right object, that the game assumed I meant to feed the elephant with the right thing and allowed me to, proving that WITH WHAT? was not really a question to the player, but a comment.

Trying to be kind to the little puss, I tried to feed it whilst carrying the mouse, only to be rebuffed. Kitty was one of those two out of every ten cats who don't prefer *Whiskas* — this one's scene is Go Cat!

Vran follows the same format as *Ket,* being a text only Adventure (if you exclude the mini-pictures of some of the objects). The problems did not seem too difficult.

Although I welcome a game that allows me to EXAMINE something, a feature I did not like was the fact that I was expected to be carrying it first. That limited the use of EXAMINE to portable objects — it is somewhat difficult to carry an elephant or a hole in a wall!

Temple of Vran is from Incentive Software for 48k Spectrum, priced £5.50.

Keith Campbell



RING OF POWER

The setting of *Ring of Power* is a distant kingdom, where the king has died. His crown jewels have gone missing and whoever recovers them (you perhaps?) will be proclaimed the new King.

Ring of Power has a poor vocabulary, vague and meaningless descriptions and one of the slowest response times I have ever come across. My advice is don't rush out and buy this game.

Quicksilva describes this game as a sophisticated Adventure which may be played with text or full colour graphics. No so! The only graphics included are some murky sprites at the edge of the screen, used to display the objects currently in the location.

Ring of Power is for the Commodore 64. from Quicksilva, priced £9.95.

Geoffrey Carew

KLARTZ AND THE DARK FORCES

Wow! What a title! The object of this game is to destroy the evik Klartz who travels through time and space corrupting the very fabric of the universe. To achieve this, you must assemble the relics of his victims under the power of light. In theory, this should radiate enough power to destroy Klartz.

To find the relics, you must travel through five different time zones in your time capsule. The zones are early solar, mid-solar, late solar, far space and outer galaxy.

Each zone has a topical problem. For example, in the Roman time you must get past a Roman guard. The problems that confront you get harder as the game progresses.

Unfortunately, the game is not as inspiring as its title or the description might suggest. It would have been a lot easier if it had been written with the user in mind. After all, who knows what they have done wrong if the computer replies ILLEGAL INPUT. PLEASE RECOMPUTE?

The HELP command is of no help either. The only message I could get was MESSAGE DELETED BY THE ORDER OF KLARTZ. Well, I don't know about you, but I feel that in Adventures you are meant to battle against the puzzles and not the author's apathy towards the player. For me, the game was ruined by its unfriendliness.

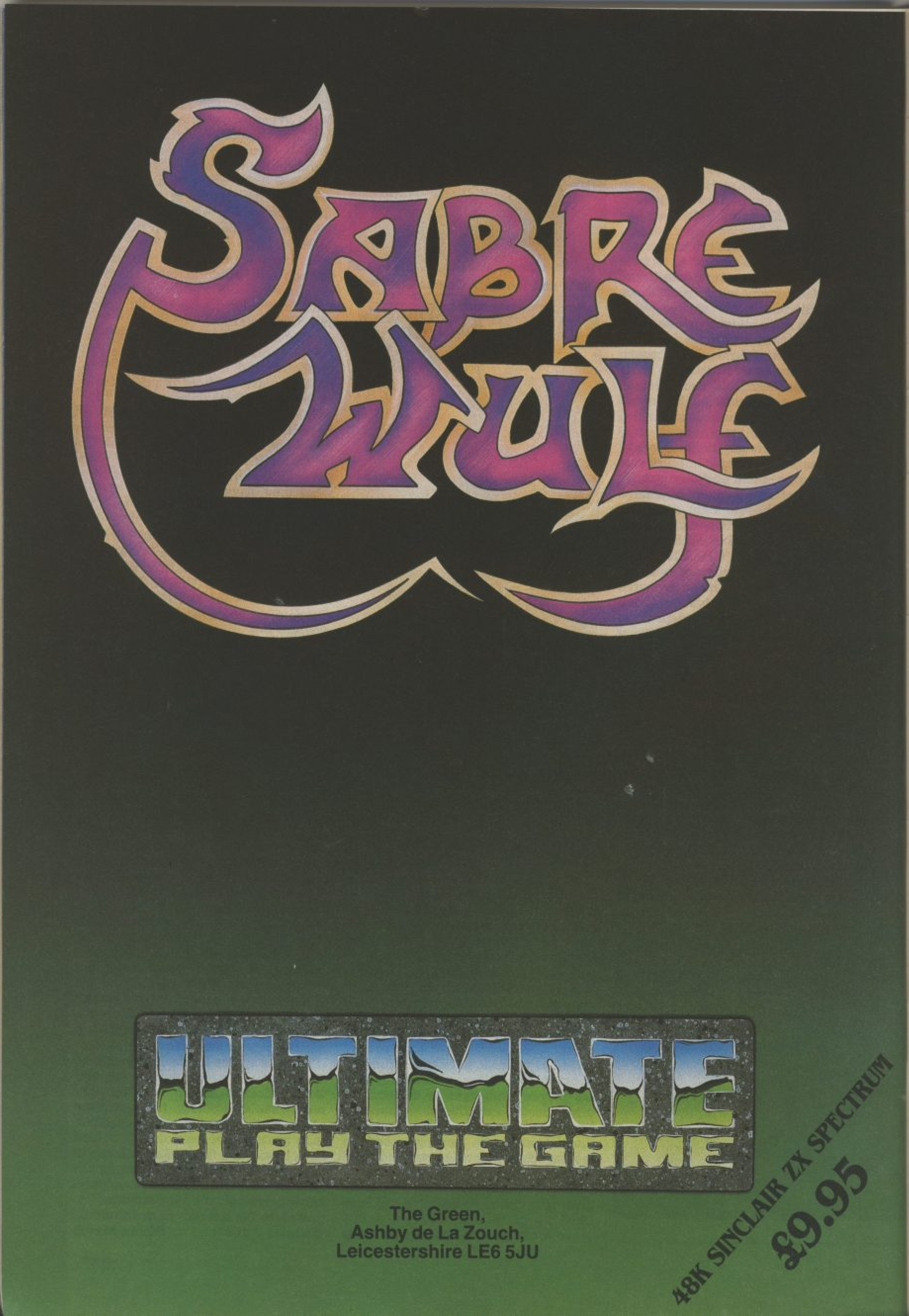
The lack of help when you make a mistake is very annoying and, in my opinion, Mike Meineck, the author, should have replaced the PLEASE RECOMPUTE message with I DO NOT UNDERSTAND (VERB/NOUN). In the absence of this, my only option was to try different verbs and nouns until the computer knew what I was talking about.

Klartz is quite large, but I could not travel through all its realms for the reason that either the game was too difficult for me, or its logic too strange. I favour the latter but then I'm biased. To be fair, the game would have been worth buying if it wasn't for all these minor things.

There are three versions: a cut down Dragon 32/64 version, a 48k Spectrum version and one with expanded graphics for the Commodore 64 which runs in 120k in two parts! I played the Dragon version.

There is a prize for the first person to complete the game on Dragon and Commodore — a disc drive for their respective computers. If the mention of a prize has whetted your appetite, here is a tip from the author: ". . . You have to explore five different zones in time and space to recover the relics of lost civilisations. You need a good knowledge of the supernatural to complete the last part of the game!!"

Simon Marsh



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INSIDE THE MICRO
HUH!
FELLOW BUGS! I THINK WE'VE GOT OUR PROGRAMMER TAMED AT LAST!
..MAYBE MAL! BUT, THERES A TACTIC HE HASN'T TRIED YET!!!
!
Y.Y.YOU D.DONT MEAN?
I DO MEAN! I COMPUTE IT TO BE HIS NEXT LOGICAL STEP. IF HE SUCCEEDS..ITS CURTAINS FOR ALL OF US!
SUDDENLY!
EUREKA! WHY DIDN'T I THINK OF IT BEFORE?
SPROINGG!
I'LL CREEP DOWN AND DO IT WHILE THE BUGS ARE ASLEEP!
CREAK!
...I'VE DEDUCTED THAT THE BUGS KIP DOWN IN THE ROM MODULE WHEN I'M NOT AROUND.. ..SO!....
... WITH A SWIFT MOVEMENT, I SHALL RIP IT OUT AND REPLACE IT WITH A BUG FREE MODULE... (SNIGGER!)..SIMPLE!
TENSE TWITCH!
!
TERRIBLY SWIFTLY!
YAAARGH!
SLURP!
CHOMP!
GNASH!
C'MON BUGS. SINK YER FANGS IN IM!
PUNCTURE!
ROM
YOWLLLL!
..THINK HE'LL BE BACK HITCH?
HEE! HEE!
VERY LIKELY! VERY. VERY LIKELY!



A HANDFUL OF BOOKS

As a change from slaving away over a hot keyboard, I sat down and relaxed for a while with a batch of recently released books on Adventure.

Graphics Adventures for the Spectrum 48k is by Richard G. Hurley and contains listings for seven graphics Adventures. They are reproduced (presumably from printer output) in greater clarity than I have seen before in print.

Having said that, there is no point in buying the book unless you intend to sit down and type — or should I say "rubber pad"? — at least one of the listings in to your Spectrum. Looking through them, it is not a job I would fancy, since some have over two pages of numeric data. Make an error and . . .

Each game is preceded by hints on typing in the listing, saving the game — some non-routine saving methods are used — plus tips and instructions on how to play.

The blurb says that to help you write your own Adventures, the techniques used in writing the programs are explained. This is true, but only as brief preambles, so you should not expect to learn how to write such programs from scratch.

If Graphic Adventures are your thing, and you are adept at entering listings, then this book could represent very good value for money, although I can't vouch for the quality of the games, as I have not keyed them in myself.

Graphics Adventures for the Spectrum 48k is by Richard G. Hurley and published by Micropress at £5.95.

Beyond the Arcade must be a title to appeal to Adventure fans, who can usually be relied on to have an interest in most games requiring thought and strategy, as opposed to fast reactions and manual dexterity.

By Nicholas Palmer, the book starts off with a useful discussion of the characteristics of most current popular micros from the gamer's point of view. This takes into account the software available, graphics capability and so on. If you are about to buy a computer, and unashamedly admit that it's mainly for gaming, then here's a useful comparison.

The book then takes the reader through the whole range of strategy games, from Adventures, through war and resource games, to play by mail games. In fact, almost half the book is devoted to the latter and it's the most complete rundown on the subject I have come across.

Pure Adventurers, though, should peruse it before buying, as not an awful lot of it is about Adventure games.

Beyond the Arcade, by Nicholas Palmer, is from Mosaic Publishing, priced £6.95.

Finally, I came to *The Adventurer's Notebook* by Mike Gerrard. This is presented with a metal ring spine and is intended to be a working notebook for the Adventurer.

The main bulk of it consists of sheets of dummy maps and blank tables for writing in objects, locations and actions, for use as an aide-memoire during play. It's an excellent idea, but what happens when the pages run out? The idea might have been better presented as a proper loose-leaf folder, with replacement forms readily available, rather than as a book.

Some 38 pages of text precede the notebook section and comprise the history of Adventure, hints on playing and a list of currently available software. There is even a sort of abridged thesaurus included and a chapter on Recommended Adventures.

Interestingly, Artic's series is included in this list, contrasting with the views of Nicholas Palmer (see *Beyond the Arcade* above) who finds *Planet of Death* "amazingly dense" and the others little better. Yes.

The text part of the book continues with recommended books and I was pleased to see *The Computer & Video Games Book of Adventure* being the only one named as non-machine-specific.

Obviously *C&VG* is not thought by the author to be worthy of true Adventurers, whilst PCN (?) is! And who's this Bridge fellow he mentions? Only joking, Tony!

The *Adventurer's Notebook* is by Mike Gerrard and is published by Duckworth, priced £3.95.

A SMALLER PYRAMID

Sitting on the software shelves was an Adventure for the Commodore 64 that I had overlooked for some time, so I took it down, dusted it off and found it was called *Pyramid*. Having previously ventured into a number of pyramids, I felt it was time to renew my acquaintance with Egyptology.

Starting off from "in archeologist's hut", (not my spelling) where a sign told me to drop treasure, I moved north. "I am in path", I was told. Moving east, I find "I am in desert". I took some bananas and an aardvark, but had to type INV to check I really

PLAYING BLIND

Have you ever used one of those computerised cash dispensers, set into the wall of your local bank? You know, the things that take so long to digest the information on your card, you get the idea the controlling software is written in Basic?

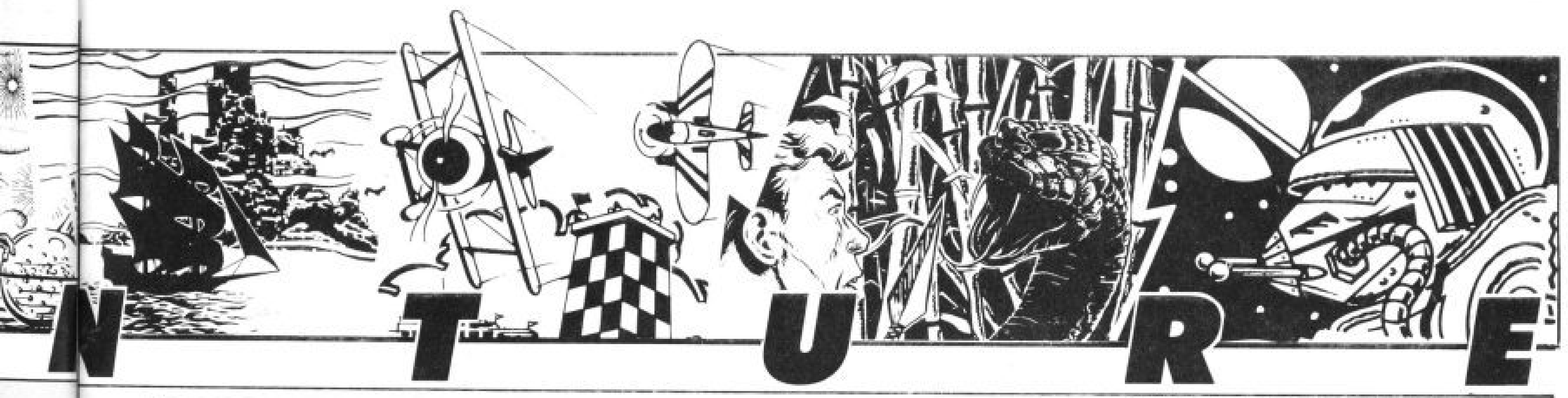
The other Sunday evening, being short of a few readies, I popped in to the town, only to find a rather perplexed gentleman quietly scratching his head gazing at a screen with some weird and wonderful patterns on it. "Aha! A hobbit-bug!" I thought. "It's gone funny," remarked the bewildered gentleman.

I boldly inserted my plastic card. Nothing happened to the screen so, after waiting for an imaginary FOR/NEXT loop, I keyed in my secret number. Head scratcher was grinning in anticipation of a lost card. "What next?" I thought, and then proceeded to press a sequence of command buttons, the screen showing an arty pattern in green throughout.

By now, my onlooker was getting quite excited at the prospect of me being penniless and cardless and had that "told you so!" look on his face.

Out came the card, out came the cash, followed by a receipt. The perspex lid slid silently down over the patterned screen.

The head scratching started up again, quite violently, and my companion walked away, bewildered. I smiled to myself. He couldn't have been an Adventurer, nor guessed that I had once played right through *Adventureland* without lighting the lamp — just for kicks!



COUNT YOURSELF LUCKY!

Remember the Rev. Dave Byrne, one of the readers who started off the great *Fun House Mystery*? Remember Steven Donoghue of *Ghost Town* horse fame? By coincidence, they have finally got around to getting stuck in *The Count* — both at the same time! Dave keeps finding Drac out and Steve keeps losing his tent stake. Why he should worry about going camping whilst playing *The Count* beats me!

The Count is perhaps unique amongst Adventures, in that the timing is so critical that it is almost like playing in real time. Even when the problems have been solved, it still takes a lot of planning and strategy to put it all together in the right sequence at the right time. In this respect, it is one of the most infuriating Adventures of all.

Steve has recently been out of practice after a spell in the Sudan, where he nearly got jailed. He did eventually complete *Ghost Town*, so no doubt he was wise enough to smuggle in a horse shoe to aid his escape. In our Adventure Review Extra this month, Steven relates his harrowing experiences at the hands of *Ghost Town*.

had them, as the computer responded with a blank.

North and south from "in desert" led to "in desert", and east again led back to the "in path" to the west. The same pattern was repeated "in desert" west of "in path". If that sounds complicated, believe me, it isn't. It's just 15 locations (the sum total in this game — did you ever??!!!) masquerading as thousands.

Having a shovel, I dug and fell straight through the path to a cavern, where a minor puzzle got me into a further network of caves. My way was barred by a mummy which I shot whereupon it became "very mad ashes". I tried putting the mummy out of its misery, by taking another two shots at it, and got "very mad very mad very mad ashes".

The instructions state that "This Adventure is more sophisticated than most . . ." Obvious exits are shown, but the words "Obvious exits" are displayed even when there aren't any. The game is text only in stunning white on blue (the default CBM-64 screen colours for you non-CBM-owners). Yeah — really sophisticated — watch out Level 9 and Infocom!

Pyramid certainly has some sophisticated spelling, using innovative versions of well known words that don't get a mention in my dictionary. Is a "celler" an underground room or a salt container? It's all "to" much for me — I'll say no more!

Pyramid, one of Mogul's "toughest adventures" (there are more?), is for the Commodore 64 and Vic 20. For some reason, it is also available for the Coco and TI-99/4A.

LIVE AT OLYMPIA II!

Danial Chua writes from the Chinese University of Hong Kong to say *C&VG* doesn't reach his local bookstall until about six weeks after its publication date over here.

"But I can assure you that the waiting is worthwhile — your work is really great. I think your feature must rely on a lot of support from other Adventurers, so why not build a database of clues?"

Thanks for those encouraging words Daniel. And — great minds think alike! — I already have a clues database, which I often use direct to a printer to send out tips to agonised Adventurers.

You will be able to read more about this in the forthcoming *C&VG* Yearbook. Better still, readers within reach of London will soon have a chance to see it in action. *Adventure Helpline* will be performing live at the PCW Show at Olympia in September. Paul Coppins, Simon Marsh and myself will all be on hand at a special stand, where we will be happy to answer — we hope! — your problems and to talk Adventure with you. You might even catch a glimpse of such famous personalities as Bug-Hunter Bob, Dep-Ed Euge, Arcade Queen Clare, The Mysterious Seamus and (shhh!) The Editor Himself.

Don't forget, the *Computer & Video Games Adventure Helpline* — LIVE at the PCW Show!!!

ONE TO BLOW YOUR BRAINS OUT!

I am always perturbed when I get a letter about a game such as *Manor of Madness*, a title I could not trace. All became clear when I received a review copy of the game from Ireland. Rory Walsh, or Celtic Software, explained that the game had been on trial on the Irish market and was about to be unleashed on an unsuspecting British public.

Manor of Madness runs on a Spectrum and is a text Adventure in which the player, Leonid Smirnoff, must discover the whereabouts of a top secret file of Soviet spies on Manhattan Island.

Having traced the list to the asylum of a French psychologist Dr Iyam Potti, housed in an old Yorkshire manor, you have been bopped on the head by an escaping lunatic and wake up in a strange green bedroom.

I dealt with a somewhat hazardous overflow and escaped my room. Then I came upon a nasty balding man — save game here is my best tip! After being forced to play his little game of Russian Roulette a few times, I decided it was written by a sadist, to be played by masochists!

One of the things I liked was the ability to look at and examine things — a feature all too often missing in Adventures. I also liked its instant response, its clear yellow on black text and its gentle humour.

Being an Irish game, it amused me to discover, upon closer examination, that a loose floorboard was securely fixed with rusty nails. Or was I imagining things? I couldn't get the message to display a second time. Had I forgotten the wording of my command, or was there a leprechaun in there smiling at me?

Only one thing annoyed me. I badly needed to recall my location details and couldn't — until I discovered that the R key did just that. I had a non-production copy in a plain wrapper, however, and no instructions to go on.

Manor of Madness is from Celtic Software for the 48k Spectrum priced £5.95. If it isn't in the shops when you read this, you can get a copy direct from Celtic, at 77 Willow Park Avenue, Glasnevin North, Dublin 11, Eire.



KEITH Campbell's Adventure Helpline has become such a massive operation that we've decided to devote an entire page to your Adventure problems, hints and tips. Each month from now on you'll be able to find this special Helpline page alongside Keith's regular Adventure feature. And don't forget our bi-monthly Adventure review specials. All of which makes *Computer & Video Games* the best read around for micro-Adventurers!

ADVENTURE CHAT

Beverley Randle asked for a tee-shirt for being rather clever in *Kingdom of Hamil* recently. I was mean and said "No!" Well, she's come up trumps with *Countdown to Doom*, so I am relenting and sending her a tee-shirt after all! Her tips are shown in the upside down section. Thanks, Bev!

McKensie is the name of an Adventure just appearing in the *Helpline* mail. Grant Wilson of York can't get past the first room, nor get the game to understand anything he types. John Southern, of Hyde in Cheshire, is having similar problems with the first room. By the sound of it, I'm glad I have not had a review copy. Come to think of it, perhaps that's WHY I have not had a review copy!

Jonathan Day of Stockport has come up with some real posers. Where can he get a PDP-11 copy of *Decus Dungeon (Zork)* and how much would it cost? Even more tricky, does anyone know of a program or device that would allow Apple software to run on a BBC, or a BBC connected to a PET?

Ian Fraser is gloating away in Aldershot. "Have you solved *Colossal Adventure*? Have you finished the endgame and got the full 1100 points? I can! Heehee!

"Can you get the needle out of the haystack in *Dungeon?* I did once and I've never been able to do it again! Level 9 say in your August journal that you can solve *Colossal* in four weeks. Is that the time it should take in man-hours, or over a period in spare time, morning and evening?" Well, Ian, this is our September journal and I just can't help you!

PROBLEMS IN BRIEF

Can anyone tell F. Maguire of Tamworth if he can do anything else in a strange house other than pick up boots and boards?

Who can help Christopher Hill pass that troll who guards the troll bridge in *Sphinx?* What is it that he wants, asks Chris.

John Jones of Billingham wonders if there was a bug in his copy of *Pharaoh's Tomb*. He has tried, unsuccessfully, to cross the moat bridge. Is there a way?

We've heard how to use the long key to open the *Quest* castle door, but Phillip Starr of Bristol can't even find it?

Meat in *Philosopher's Quest*? Mark Williams of Petersfield won't just settle for cheese! Where is the meat, he asks!

Greedy Gulch players are trying to work out the logic of the map. Even readers who have completed the game can't figure it out, so I guess it can't be all that important! Can anyone explain it — IS there any logic in it?

Velnor's Lair is worrying A. Rowlands of Telford. How can he bathe in the enchanted pool and pass the giants?

David Laity of Campborne wants to cross the quicksand in *Temple of Vran*.

Russell Martin of Epsom has sent in some very useful tips and claims to have solved every Acornsoft Adventure so far — but with one exception. He is short of just one point in *Kingdom of Hamil*. He can't for the life of him answer the final question. Come in again Bev — your help is needed!

SHHH! TOP SECRET!!!

Upside down you may find the very clue you need. Don't turn the page unless you are desperate — it might spoil your game! Thanks this month to Garry Francis from Australia, Beverley Randle, Robert Aldridge, Stephen Collins, Andrew Dwyer, Chris Smith, Michael Broszko and P. Richardson, plus the many other readers who sent in clues.

COUNTDOWN TO DOOM
Go against your feelings when you are lost and catch a lemming later. A time trip is the reward. The monster can only be dodged when it is young. To escape the dune desert, call for a sandworm.

OLD FATHER TIME
To pass through unstable beam, say EQUILIBRIUM.

VALHALLA
To find Felstrong, go to Rankle's Hall and jump. Then search for a cupboard.

DUNGEON ADVENTURE
To pass the siren, deafen yourself on the stepping stones, by examining the poppy seed.

MISSION IMPOSSIBLE/SECRET MISSION
To get on the ledge, throw the tape recorder through the window, but make sure you have a face and pass that go together.

CASTLE
To escape from the maze, go to the stone altar and pray.

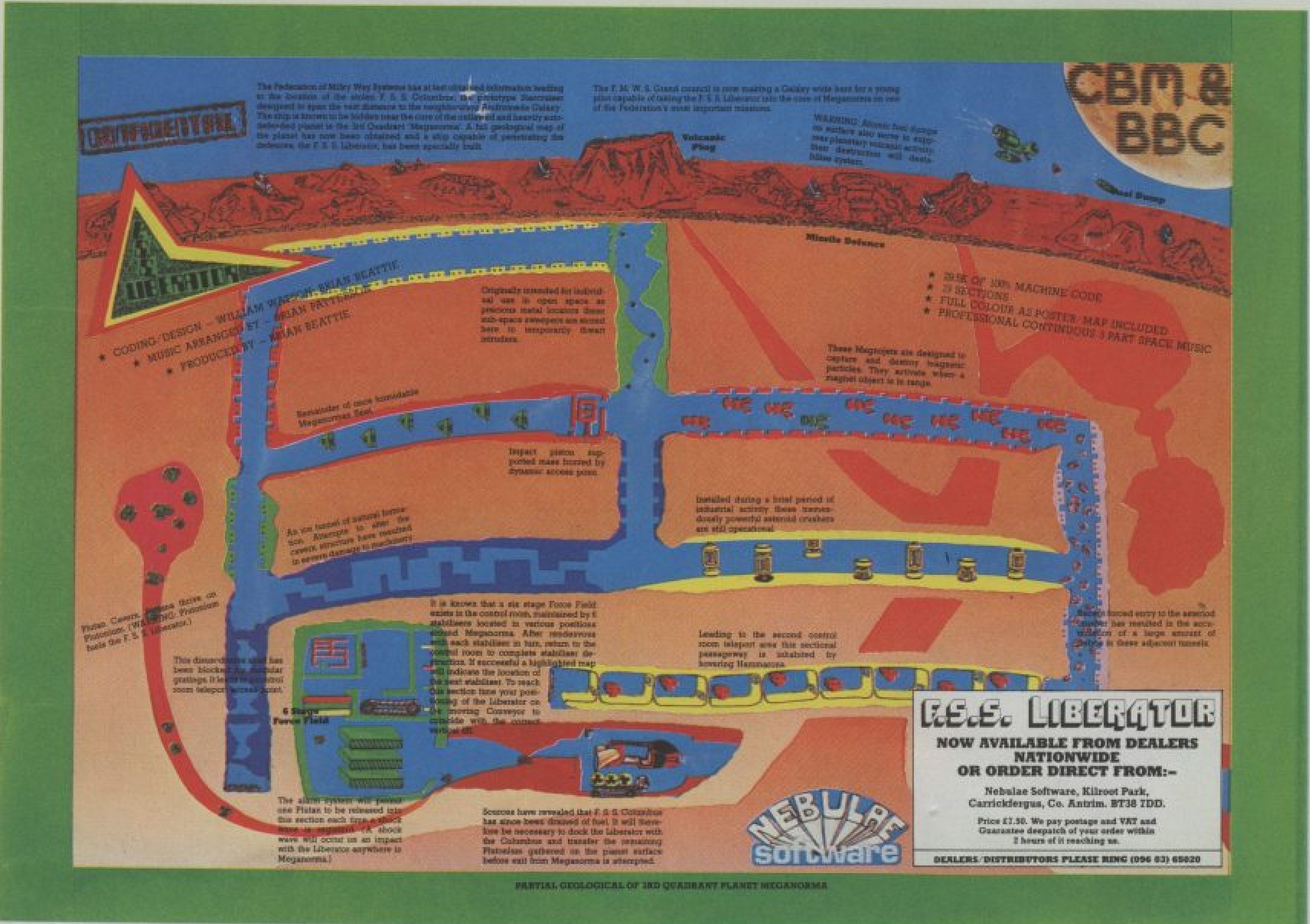
MOUNTAINS OF KET
There's a note on the wall needing a magic word. That's no clue, it's advertising!

ULYSSES AND THE GOLDEN FLEECE
Couldn't open the jewel-encrusted chest? Did you look at it? There's a lot of magic in this game. Have you encountered any magic words?

ARROW OF DEATH
To avoid problems with the guard, wear a uniform found on a dead body. If you feel weak, eat weed.

VELNOR'S LAIR
To get past the sharks, use the trident.

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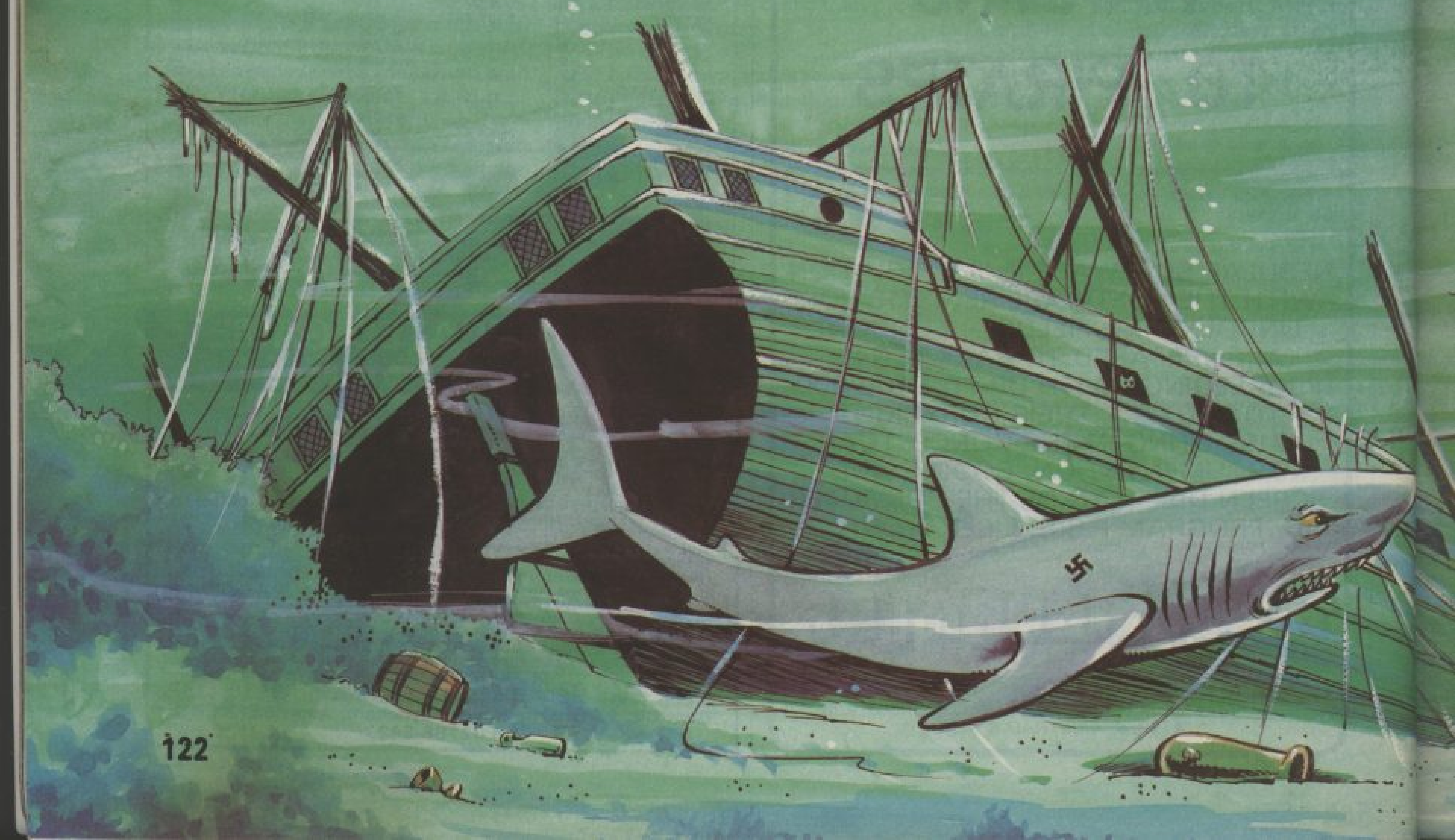

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```
100 FOR I=1 TO 12
110 CALL COLOR(I.16.1)
120 NEXT I
130 CALL SCREEN(5)
140 CALL CLEAR
150 DISPLAY AT(5.5):" SEA DIVER"
160 DISPLAY AT(8.5):"BY NIK CAIN"
170 FOR T=1 TO 700
180 NEXT T
190 PRINT "  YOU ARE A DEEP SEA DIVER          YOU HAVE GOT TO          DIVING FOR
GOLD.
200 PRINT
210 PRINT "GET TO THE BOTTOM OF THE SEA"                              DODGING THE S
220 PRINT
230 PRINT "AND BACK TO THE SURFACE.
HARKS.CRABS.
JELLY FISHES AND THE SHIP.  USING THE JOYSTICK."
240 PRINT "JELLY FISHES AND THE SHIP.  USING THE JOYSTICK."                       GOLD T
250 PRINT
260 PRINT " YOU HAVE TO GET 20 BAGS OF                                       PRESS S TO
O WIN"
270 PRINT "PRESS FIRE TO DIVE DOWN.
START."
280 CALL KEY(1.S.D)
290 IF S=2 THEN 300 ELSE 280
300 CALL CHAR(60."081C2A081414"&RPT$("00".24))
310 CALL MAGNIFY(3)
320 RANDOMIZE
330 CALL CLEAR
340 CALL SCREEN(5)
350 CALL COLOR(1.5.5)
360 CALL CHAR(32."00C0201008040300")
370 CALL CHAR(33."0003040810200C000")
```

Diving for gold can be a dangerous business when you are faced with man-eating sharks, poisonous jellyfish and killer crabs!

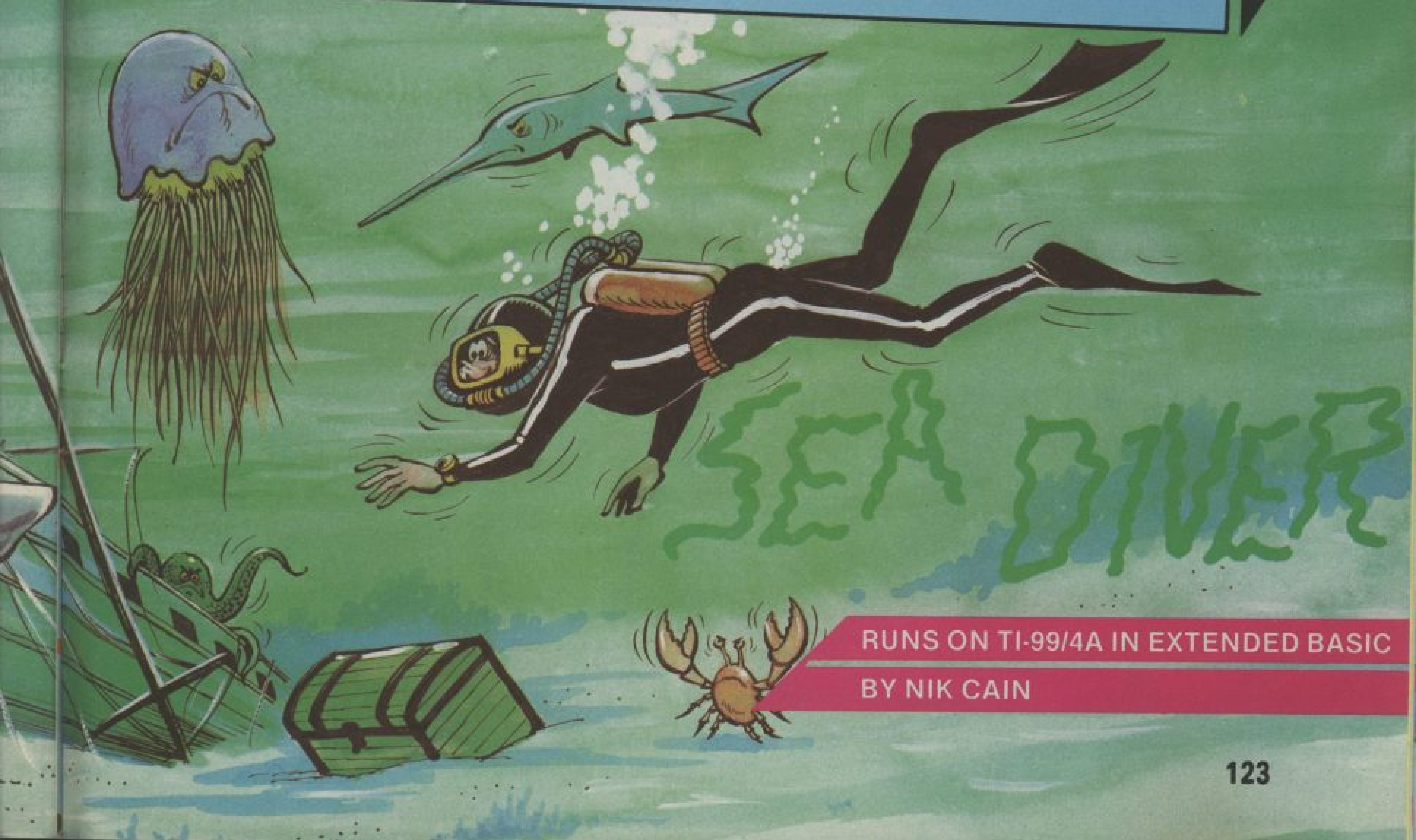
You are a deep sea diver and your aim is to collect 20 bags of gold from the bottom of the sea.

Remember, you'll have to tackle those same fishy characters on your way up as you do on your way down — so, be warned!



```
380 FOR T=1 TO 32 STEP 2
390 CALL VCHAR(1,T,33,24)
400 NEXT T
410 CALL COLOR(1,6,5)
420 CALL CHAR(34,"")
430 CALL HCHAR(1,1,34,64)
440 CALL CHAR(40,"00000000141830509419305010FF7F3F000000000000405060C244485060FFFC
FO")
450 CALL SPRITE(£2,40,15,8,125,0,10)
460 CALL CHAR(44,"00002828105438 10"&RPT$("00",24))
470 CALL SPRITE(£1,44,16,18,140)
480 CALL CHAR(48,"0000000000C36F3F67C300000000000000000000C060F8DFF8F7FC")
490 FOR T=5 TO 8
500 CALL SPRITE(£T,48,10,T*12,INT(240*RND)+10,0,INT(20*RND)+10)
510 NEXT T
520 CALL CHAR(52,"0000000000000000000000000D63276A110200000000000000000000000F0F8FC4824
48")
530 FOR T=9 TO 11
540 CALL SPRITE(£T,52,13,174,INT(250*RND)+1,0,-10):: CALL COINC(ALL,D):: IF D=-1
 THEN CALL DELSPRITE(£T):: GOTO 540
550 NEXT T
560 CALL CHAR(56,"00000003070305192224C51922262813240000000E0F8FCFEFF1F37CA30C08")
570 CALL SPRITE(£13,56,8,45,INT(240*RND)+10,0,INT(10*RND)+10)
580 CALL SPRITE(£12,56,8,30,INT(240*RND)+10,0,INT(10*RND)+10)
590 CALL SPRITE(£14,56,8,120,INT(240*RND)+10,0,INT(10*RND)+10)
600 CALL SPRITE(£15,56,8,145,INT(240*RND)+10,0,INT(10*RND)+10)
610 CALL COLOR(9,12,12)
620 CALL HCHAR(23,1,99,64)
630 CALL KEY(1,K,S):: IF S=0 THEN 630
640 CALL JOYST(1,K,S)
650 CALL MOTION(£1,10,K*2)
660 CALL POSITION(£1,R,C):: IF R>190 THEN 880
670 CALL COINC(ALL,GT)
680 IF GT=0 THEN 640
690 CALL SOUND(1000,-5,0)
700 LI=LI+1 :: IF LI=5 THEN 710 ELSE 640
710 CALL CLEAR :: CALL DELSPRITE(ALL):: CALL CHARSET :: CALL SCREEN(5)
720 FOR Z=1 TO 12 :: CALL COLOR(Z,16,1):: NEXT Z
730 PRINT "    YOU NOW LIVE WITH "
740 PRINT
750 PRINT " THE LITTLE FISHES "
760 PRINT
770 PRINT "AT THE BOTTOM OF THE SEA"
780 PRINT
790 PRINT "YOU HAVE ";POI;"BAG OF GOLD"
```

Illustration:Terry Rodgers



RUNS ON TI-99/4A IN EXTENDED BASIC

BY NIK CAIN

```
800 FOR T=1 TO 5 :: PRINT :: NEXT T
810 FOR BMX=1 TO 24
820 READ B.A
830 IF B=0 THEN 860
840 CALL SOUND(A,B.0)
850 NEXT BMX
860 DATA 294.400,294,300,294,240,294,300,349.400,330,300,330,350,294,350,294,300
,277,350,294,500,0,0
870 FOR T=1 TO 900 :: NEXT T :: RUN
880 CALL MOTION(£1,0,0):: FOR T=1 TO 10
890 CALL SOUND(-100,T*110,0)
900 NEXT T
910 CALL PATTERN(£1,60)
920 CALL JOYST(1,K,S)
930 CALL MOTION(£1,-10,K)
940 CALL POSITION(£1,R,C):: IF R<18 THEN 970
950 CALL COINC(ALL,DF):: IF DF=-1 THEN 690
960 GOTO 920
970 CALL SOUND(-100,-2,0)
980 POI=POI+1
990 IF POI=20 THEN 1020 ELSE 1000
1000 CALL MOTION(£2,0,10+POI)
1010 CALL PATTERN(£1,44):: GOTO 640
1020 CALL CLEAR
1030 CALL DELSPRITE(ALL):: CALL CHARSET
1040 CALL CLEAR
1050 CALL SCREEN(16)
1060 FOR Z=1 TO 12
1070 CALL COLOR(Z.5,1)
1080 NEXT Z
1090 PRINT "      *************                                        * WELL
DONE *               *          *
1100 PRINT "      ************* "
1110 PRINT
1120 PRINT
1130 PRINT
1140 PRINT " YOU HAVE GOT AWAY WITH 20"
1150 PRINT
1160 PRINT "      BAGS OF GOLD"
1170 PRINT
1180 PRINT
1190 PRINT
1200 PRINT "   PRESS S TO START   "
1210 CALL KEY(1.A.S)
1220 IF A=2 THEN RUN ELSE 1210
```



BUG HUNTER'S GUIDE TO . . .

Are you baffled by all the different computers available? Are you having trouble deciding which to buy? Do you need something to cover all those cracks in your bedroom wall?

This the first in a series of cut-out wallcharts. Every month we'll be featuring a different micro. You can stick them on your wall or put them in an album or scrapbook. Then, when we've been through all the machines, you'll have all the info you need for all the popular micros around at the moment.

When you start talking about computers at school or work, you'll be the first with the facts.



. . . THE COMMODORE 64

GAMES, GAMES, GAMES

When the 64 was launched about a year and a half ago, there were very few good games around. The Spectrum was the top selling micro of the time and most of the software companies were writing for the Sinclair machine. But things have changed now and many writers have realised that the 64 is a powerful machine. It has the capability for the best sound of any micro and is the only one to have a built-in synthesiser chip.

The Hobbit is a top-selling Adventure from Melbourne House and runs on the 64. Continuing the storybook theme, *Alice's Adventures in Videoland* is a new game from Audiogenic.

The official *Pitfall* is available at £9.95, which is far cheaper than the original Atari cartridge version. Sports fans will know about *International Soccer*, which comes on a cartridge at £9.99.

Spectrum hit, *Manic Miner*, is available from Software Projects, and a version of *Jet Set Willy* is planned.

My favourite shoot-up game of the moment is *Gyruss* but, at around £35, it's not cheap. And if you want a maze game with a difference, try *Cavelon* from Ocean.

OUR BEST EFFORTS

Computer & Video Games has been publishing listings for the Commodore 64 ever since it was launched.

You can get back issues of the magazine from our offices in Peterborough. Give them a ring on 0733 264666 for details.

So get your typing finger ready and try some of these past classics: Crash or Crush in 3D by Mike Singleton from October 1983, Rox 64 by Jeff (Llamasoft) Minter in January 1984, Castle of Doom by Melbourne House, June 1984.

LOADING GAMES

Games for the 64 come on cartridge, cassette or disc. Cartridges load with no problems, but remember that you must always turn off the computer before plugging in or removing a cartridge.

Cassettes are normally loaded by holding down the SHIFT key and pressing the RUN / STOP key at the same time. Then, press the PLAY button and the game will load and start automatically.

Alternatively, type LOAD and press return then start the cassette playing. Once the program has loaded, you'll have to type RUN (and press return).

If you have a disc drive, connect it to the computer and turn it on. Then open the door and insert the disc. Close the door and type LOAD"*",8,1 and the game will load. You may have to type RUN after the first part of the game has loaded.

GRAPHICS AND SOUND

The Commodore 64 has the best sound facility of any micro around at the moment. The heart of the system is the SID chip which stands for Sound Interface device. The sound output comes from the television speaker which produces much better quality than having a small built-in speaker as found in the BBC and Spectrum, for example.

There are three sound channels on the 64, but unfortunately there are no special Basic commands to handle the sound. You have to use special POKEs — unless, that is, you have one of the special programs which help you to program the SID chip.

As well as normal text and programming mode, the 64 has a hi res graphics mode with a resolution of 320 × 200 dots. Each of the dots can be controlled independently of any others. Hi res mode uses 7000 bytes of RAM in addition to that normally used by Basic.

Graphics mode is more complicated to use than normal text mode. Basic commands like clear screen and PRINT will not work and you'll have to write your own routines in either Basic or, for more speed, machine code.

MORE DETAILS

Commodore are based in Slough. You can get details of their computers or software on Slough (0753) 74111.

A good general book to read is *The Commodore 64 Exposed* by Bruce Bayley and published by Melbourne House.

If it's pictures and music that you like, then try *Commodore 64 Graphics and Sound* published by Granada at £6.95.

To make your micro think, try *Artificial Intelligence on the Commodore 64*, published by Sunshine at £6.95.

EXPANDING THE 64

The computer comes with a standard 64k of RAM. However, not all of this is available for Basic programs. In fact, unless you resort to clever machine code tricks, you only have around 38k for Basic. Writing purely in machine code, though, you can get more memory to play with.

The standard disc drive for the machine is the 1541 which is very slow and not recommended. At £229, it's not really worth buying. The new fast-loading cassettes will actually load faster than from a 1541 drive. However, a lot of new disc-based American software is becoming available over in Britain.

Commodore computers use an IEEE connector as opposed to Centronics or RS232 and a new range of official peripherals has recently been launched, including the new, faster 1542 disc drive.

If you're after a printer, then there's the new MCS 801 colour version at £400 or a black and white model at £345. A daisywheel letter-quality printer will cost you about £400.

As an alternative to Commodore printers, Alphacom produces a cheap thermal printer which will link to a 64. Total cost, around £99.

If you want a package to help with programming graphics and sound, then Simons' Basic is an extension to the 64's programming language and adds commands to deal with graphics and sound while avoiding all those POKEs. It costs around £50.

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Game	Supplier	RRP Inc. VAT	Our Price Inc. VAT
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Welcome back. I've had quite a few calls recently about GOTO statements in our listings. It seems that occasionally there will be a statement such as GOTO 1977 but there isn't actually a line 1977 in the listing.

This happens because of our constant efforts to save space. If a program has a plain REM line, then we usually remove it. This is OK, as long as there is no line which tries to GOTO the place where we took out the REM.

If you find that one of our listings suffers from this problem, then you should be able to cure it by changing the line number after the GOTO so that it points to the next line which actually exists.

For example, supose the lines of the program are numbered 1000, 1010, 1020 and so on. If you see a line which says GOTO 1017, then change it to GOTO 1020 which is the next line after 1017 which actually exists.

All should now be well. If not, then give me a ring on the new Bug Hunter number. It's 01-251 5633.

FOUR GATES

Here's a tip from Jamie Napper of Halifax. It's for Phoenix's game for the Vic called *Four Gates to Freedom.*

If you move sideways into a purple bomb, he says, then you disappear. You can still fire but you can't be destroyed.

In the Adventure part, try typing MAP. This may give you some much-needed help.

ALL THE CODES

For those of you who, like me, still get confused with all those methods of cheating on Software Projects' games, here are the codes for the last time. *Manic Miner* (Bug Byte): 6031769. *Manic Miner* (soft proj.) *TYPEWRITER. Jet Set Willy* (Soft Proj) *WRITETYPER.* Got all that? Good.

WRONG MACHINE

We described Martian Invasion in July's Book of Games as running on a Vic. It does, in fact, only run on a Commodore 64. Sorry about that. We'll try to get a similar Vic program written for a future issue.

WRONG ADDRESS

We printed the wrong starting address for the Olympimania listing in July's issue. The bug is easily cured by changing all references in the text from 27928 to 29066. You'll also need to change the RANDOMIZE USR command as well.

DODGE WHAT?

We did it again in July's Book of Games. Printed black text on a black background! If you're still trying to decipher the first page of Dodge City for the BBC, then send me a stamped addressed envelope and I'll get a readable listing in the post.

TANDY SECRETS

Noticing that Tandy owners have been neglected in Bug Hunter for the last few months, M. A. Hodson decided to send me his best kept secret about the machine.

Wouldn't it be useful to be able to recover a program after typing NEW? Well, here's how. Type POKE 17130,1 and press ENTER. Then type SYSTEM (enter) and then /11395 (enter). Now type LIST and you have your program back. Good, eh?

It's best to save the program and then reset the machine before trying to edit the program or even running it.

16k BECOMES 3k

Andrew Scouler from Southampton sent me another way of turning a Vic RAM pack into a different value. Here's how to make a 16k expansion think that it's only 3k:

POKE 641,0: POKE 642,16: POKE 643,0: POKE 644,62: POKE 648,30: SYS 64824

WOT? NO GRAPHICS

Nicholas Sturley is a pupil at Burwood School in Surrey. He wrote to me about *The Hobbit* which he bought for his BBC. He was quite happy with the game until he saw it played on his friend's Commodore 64. The Commodore version had pretty pictures for many of the locations but his did not.

In case you still haven't heard, you should know that the BBC version of *The Hobbit* has no graphics at all. It's a plain, text-only Adventure. The plot is the same, but the pictures aren't there. All the other versions, including Oric, Spectrum and Commodore, have full graphics as the machines have 48k of memory. But because the Beeb only has 32k, the text plus the graphics won't both fit into the machine.

GENIE TIPS

Here's a first for Bug Hunter, courtesy of Alan Kirk from Cheshire.

It's a small tip for a machine which I've never mentioned before. The machine in question is the Video Genie and the tip is a simple poke to stop the flashing cursor.

Type POKE &H4019,0 to stop the flashing.

ELECTRON RESTARTS

D J Wheatley spent ages trying to get through on the Bug Hunter answering machine but kept getting weird sound effects when he called. In the end, he gave up and wrote me a letter instead. Don't you ever read the competition pages, DJ? Obviously not, otherwise you'd have seen the phone-in name-the-game competition a couple of months ago.

Anyway, all he wanted to tell me was that he'd found some CALL numbers to restart Electron games after you've pressed BREAK.

For *Killer Gorilla,* Use CALL & 1866 and press escape. *Moon Raider* needs CALL & 1900 while Felix in the Factory uses CALL & 1335. To restart *Swoop,* type MODE 5 and then CALL & 1900.

WE'VE MOVED

Well, that's all we have time for this month. But don't forget that we've moved offices. My new address is Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The main phone number for the office is 01-251 6222, but you can get straight through to me on the special Bug Hunter hotline which is now on 01-251 5633. See you next time.

BY ROBERT SCHIFREEN

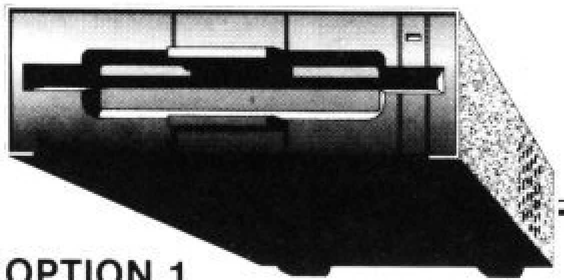
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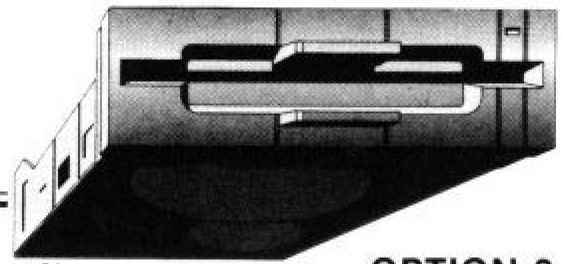
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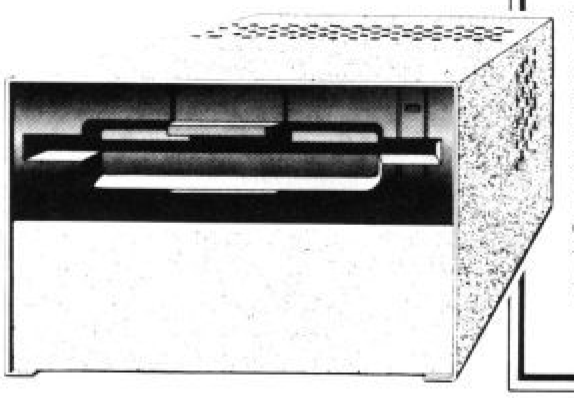
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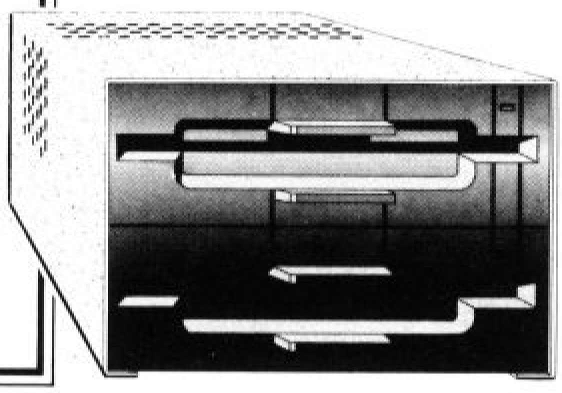
Running Current 12v 350m/A
5v 350m/A
Half height, single sided, 40 track
Unformatted capacity 250KB
Data transfer rate 250Kbit/sec
Track density .... 48 IPI
Number of tracks 40
Number of heads 1
Power on to ready .... 1 sec
Track-to-track access 6msec
Rotational speed 300rpm
Dimensions 41x146x210cm
Direct drive spindle motor
Steel band/stepper head positioning
Head load by closing door
Conventional door (like M2896)
Type: Chinon (competes with TEAC FD 55A etc.)



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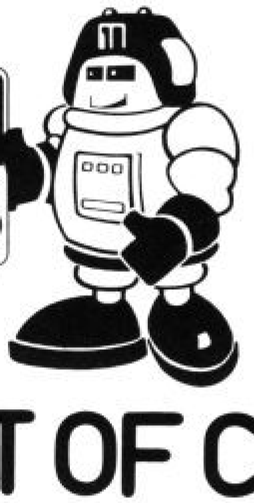


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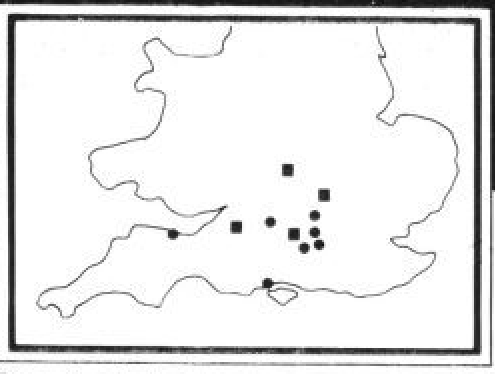
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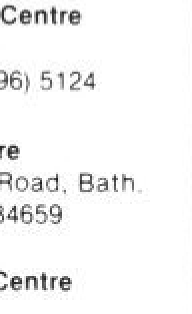
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VIC-20!! for sale: Commodore's Mission Impossible only £6.50 (save £3.50). Imagine's Arcadia £3.50 (save £2). Also Commodore's Avenger only £4 (save £6!!) These are all originals. Tel now: 0558 822509.

ATARI 400 complete computer set! With 410 recorder, basic, books + games including Pole Pstn, D. Kong, Dig Dug, Diamonds + More! Tac li included £200 ono normally £410!! Contact J. Balchin, 9 Brocks Close, Godalming, Surrey. Tel: 04868 4010 evenings.

ATARI SOFTWARE, disk and cassette. Adventureland, Pooyan, Wayout, Colossal Adventure, Circus, Preppie, Shamus etc. Over £200 reasonable offers please. Tel: 051-677 8642.

TI99/4A: Who wants to exchange some games in Ext. Basic with a German Texas Freak? Please send list of your programs to Stefan Hendricks, Bruchstr 23, 4052 Korschenbroich 1, West Germany.

TEXAS TI99/4A. Includes 20 games on cassette, 2 modules, parsec and the attack, joysticks, and program books. £100 ono, contact M. Whitaker, 10 Varley Street, Colne, Lancs, BB8 0RB or Tel: 0282 863638.

CHEAP GAMES, Zzoom, Manic Miner, Alchemist, Pool, Ship/Doom, Inca Curse, Volcanic Dungeon, Transtower, Penertrator, Timegate, Mad Martha, Velnors Lair, all £3.50 each. Will also swap. Tel: 031-669 5203 after 8.30pm.

TRS 80 16K in original packing + manual + joysticks + software. All 6 months old, £150 on. Enquiries to: Ludlam, 29 Wellington Street, Goldthorpe, Rotherham, S Yorks. Tel: Rotherham (0709) 896783 Sunday only 12 noon to 6pm.

CLIFFORD RAMSHAW'S best selling innovative computing book plus companion innovative cassette 2. Also 60 games for unexpanded Vic 20 on cascade cassette. All in mint condition. Together £14, will split — Cook, Thornfield, Backrampart, Stranraer DE9 7LW.

VIC 20 16K ram pack, cassette unit, joystick, over 40 games, books, magazines, Introduction to Basic part I. Cost over £200. Asking £120 ono. Tel: Cardiff (0222) 566806 day or night.

16K Vic 20 with C2N cassette unit + joystick. Over £84 of commercial software including introduction to Basic, O Level Maths, Chess etc. All in perfect condition £140. Tel: Harpenden 67387.

48K SPECTRUM with mags, D. K. Tronics, Keyboard, Telesound Amplifier, Kempton joystick interface, Quickshot joystick and £240 worth of software. Worth £460 sell for £220. For details Tel: Tamworth 895545.

VIC 20 SOFTWARE, Arcadia, Frantic, Gridrunner, Minikong, Frogger, Puckman, Orbis, Amok, Alienblitz, Cavern Fighter, Space Rescue, Craler — £3 each. Learn Computer Programming on Vic 20 — £1.50. Learning to Use Vic 20 — £2.50. Contact Max on 0272 28672.

I WILL SWAP £70 worth of mags, Quickshot joystick and interface and £155 of software for a Spectrum Issue 1 upgrade. Tel: Dave on Heysham 54929.

CURRAH SPEECH £15. Aquarius computer with mini expander £20. Spectrum Games for sale also including Aquarius, Espionage Island, Jokers Wild, Chequered Flag, Zzoom and Kong. Tel: (0323) 644 372.

COMMODORE 64 games for sale or swap. All original. Includes Boogaboo, new interceptor game Aquanaut, Moon Shuttle, Mr Wimpy, China Miner, Amazing Choplifter. Cartridge £15. The others negotiable. Tel: Neil 09277 65952.

WANTED FOR T199/4A, extended basic, joysticks, any rom's cassettes, willing to collect in Southampton area only. Tel: Southampton 775009.

AGF programmable joystick interface with demo program £18.95 also "Trashman" (48K Spectrum) only £3.95. P. R. Ball, 26 Solwood Road, Brentwood, Essex CM14 4PX. Tel: Brentwood 222573 evenings.

ATARI 400 and recorder, books, manuals, joystick and over £80 worth software for only £130. Tel: Ringmer 812737.

VIC 20 excellent condition — 32K memory. Six cartridge games (including Omega Race and Chess) four cassette games, six presentation programs, reference guide and games book — £145 or reasonable offer. Tel: Reading 472557.

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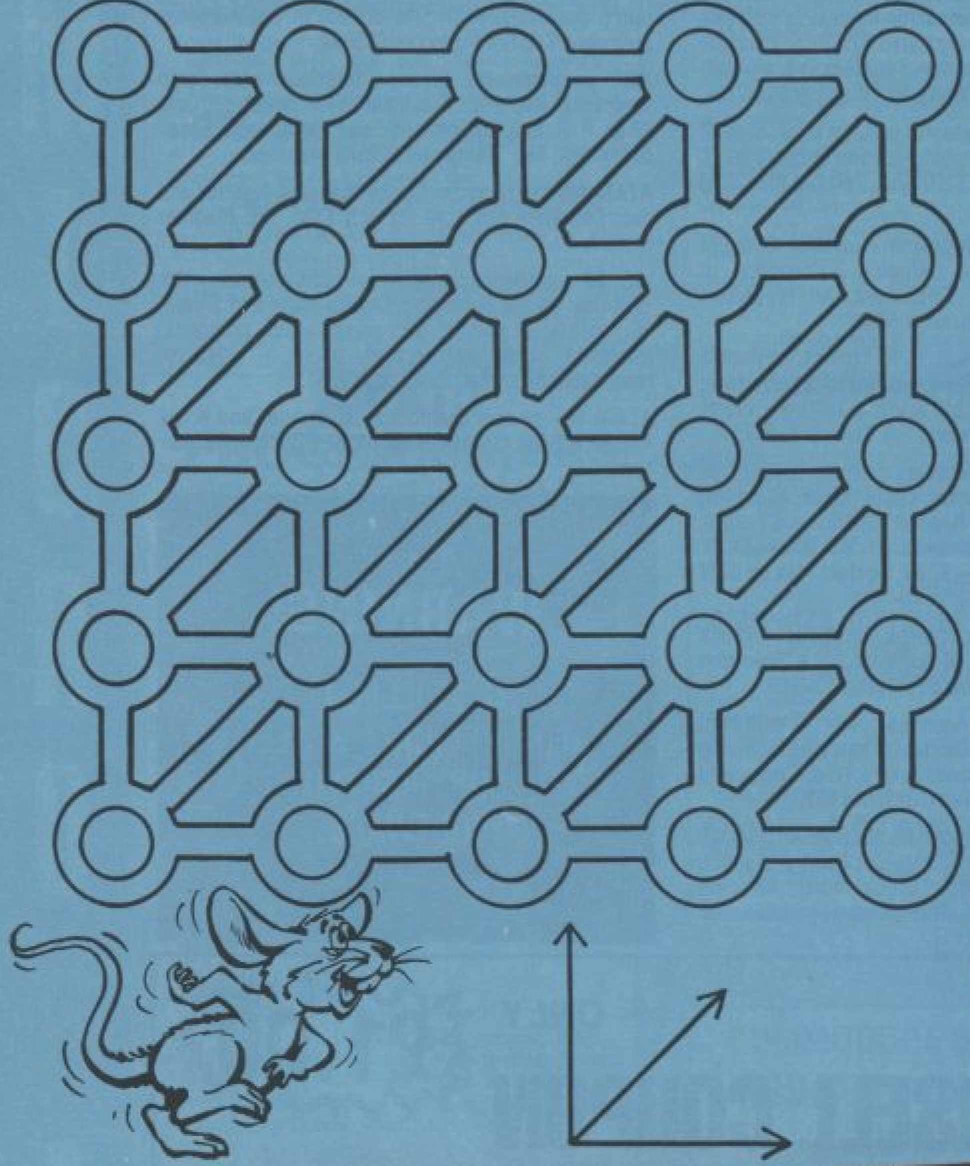
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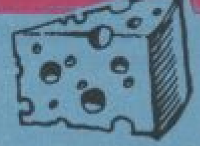
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PUZZLING



MARATHON MOUSE



You would think that running around a laboratory maze all day in search of the best cheese the British taxpayer can afford would keep a mouse pretty fit and healthy.

But for Herbert all was not well — what is the use of four physically perfect legs when all the brain has to do is tell them to "follow that nose"?

Which was why his keeper found him curled up in the corner one day obviously suffering from the blues.

To give the little fellow something to occupy his grey cells, he has contructed this maze in which Herbert knows where the cheese is but must take a *different route* to reach it each time.

Herbert can go RIGHT, UP or DIAGONALLY RIGHT, as his instinct only lets him travel towards the corner where the cheese is. He now scampers about quite happily, searching for a route which is not identical to any he has taken before.

But he also has a problem too big for his tiny brain to fathom — just how many different ways are there to get from the bottom left corner to the top right?

You can try finding each route and counting them all,but there is a much simpler way of working it out — and maybe letting your micro crunch the numbers.

When you have found the answer, send it in on a postcard, together with your name and address, and you could be one of 10 people lucky enough to win an exclusive Compiler & Video Games tee-shirt!

IN AND OUT

Can you give a rational explanation to the little story depicted in this set of pictures? If so, send it to us at *C&VG*. The best explanation will win some software for your micro. Don't forget to tell us what it is!



FOUR IS NO SQUARE

"It is perfectly simple," said Fred. "At least, it is supposed to be. I have made eight Z shapes of four squares each and one T shape, also of four squares."

"So what's the problem?"

"I've been trying for hours but no matter how I fit the pieces onto the board, I cannot cover it completely.

Can you convince Fred, with a simple logical observation, that he is wasting his time on an impossible task?

If you can't — make the board and pieces and try it!

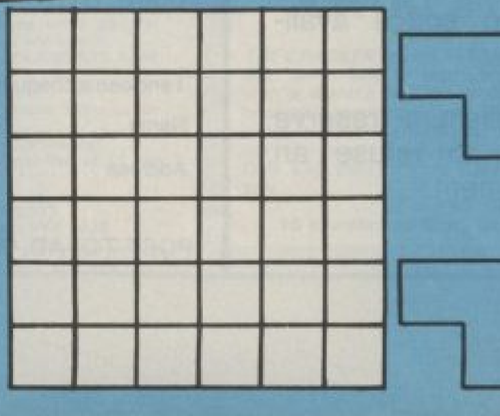
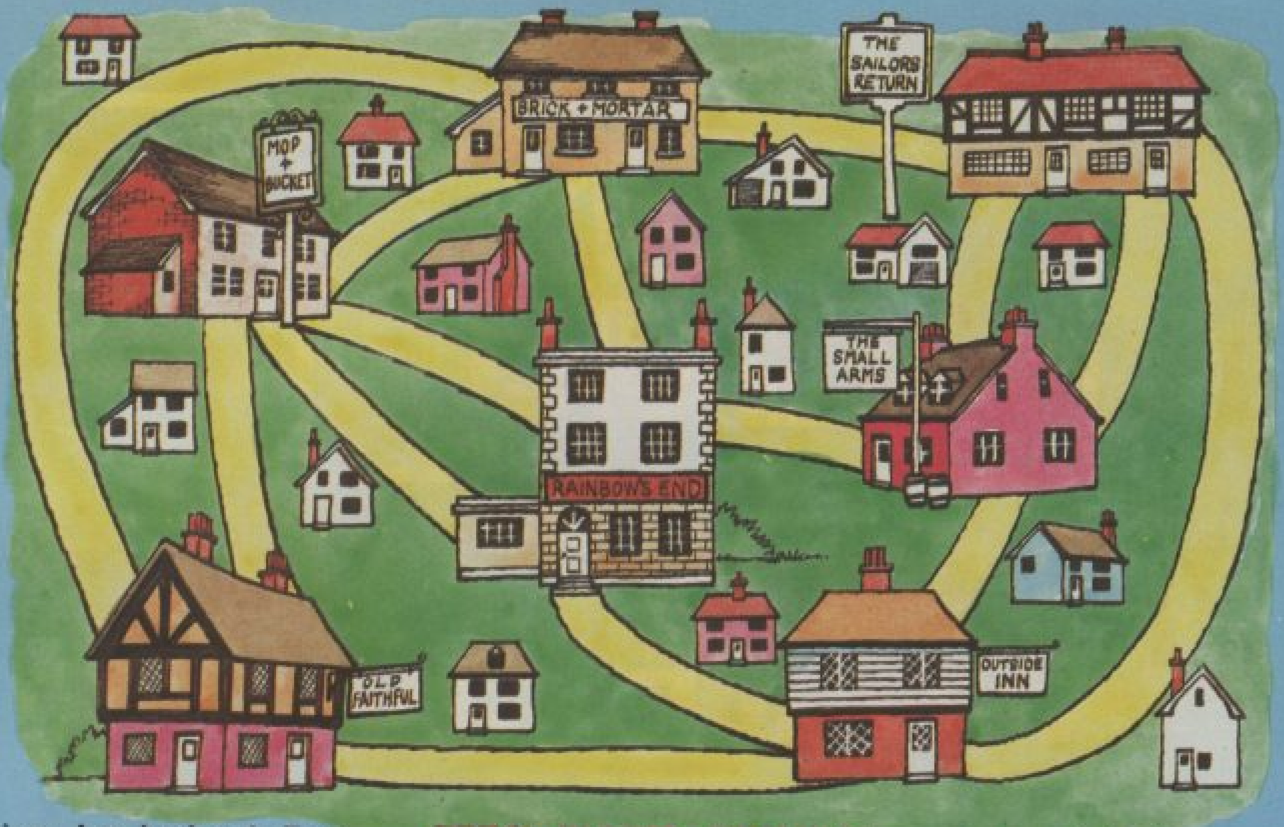




ILLUSTRATION: TERRY ROGERS.



HIS AND HERS

Ada has given her husband, Fred, something of a problem. As secretary to the local WI, she frequently has letters and posters to be delivered.

Since Fred, despite living in a flat which is right over a pub, likes to spend his evening strolling from put to pub and meeting his friends over the odd pint, she decided that he can deliver her letters to the ladies of the committee.

It is just Fred's bad luck that exactly one delivery has to be made in each and every street. At least at the end of each road is another pub.

HIS problem is that he wants to find a way that will take him along each road *just once*.

Having delivered the letter for that road as he passes, he continues along in the same direction to the pub on the next corner — in his condition to attempt to make a U-turn would be disastrous and lead to him being found measuring his length along the kerb.

HER problem is that this idea of hers has led to her husband drinking so much that, after delivering the final letter and continuing along the road to the last pub, he is quite incapable of finding his way home at closing time.

She must get the wheelbarrow out and search for him.

So can you solve two problems for this unhappy pair?

a) Find a route for Fred which will let him delivery all the letters but not go down a road more than once and

b) Tell Ada which pub Fred will be lying outside, no matter where he wanders during the evening?

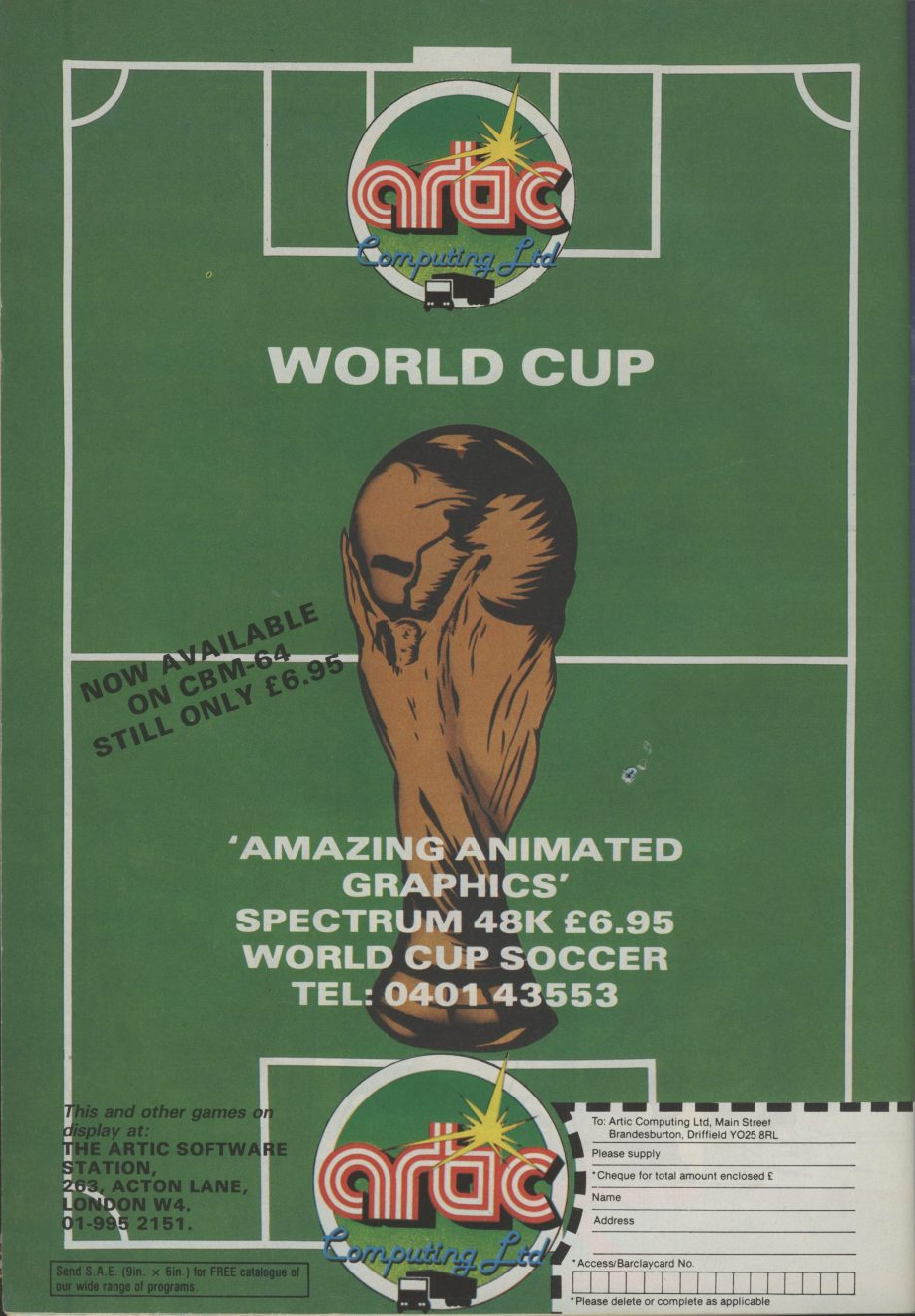
A MINER PROBLEM

That top selling micro game has prompted this little puzzle — using only the letters M, A, N, I, C, can you complete this square so that each line ACROSS, DOWN and the two main DIAGONALS contain these five letters just once?

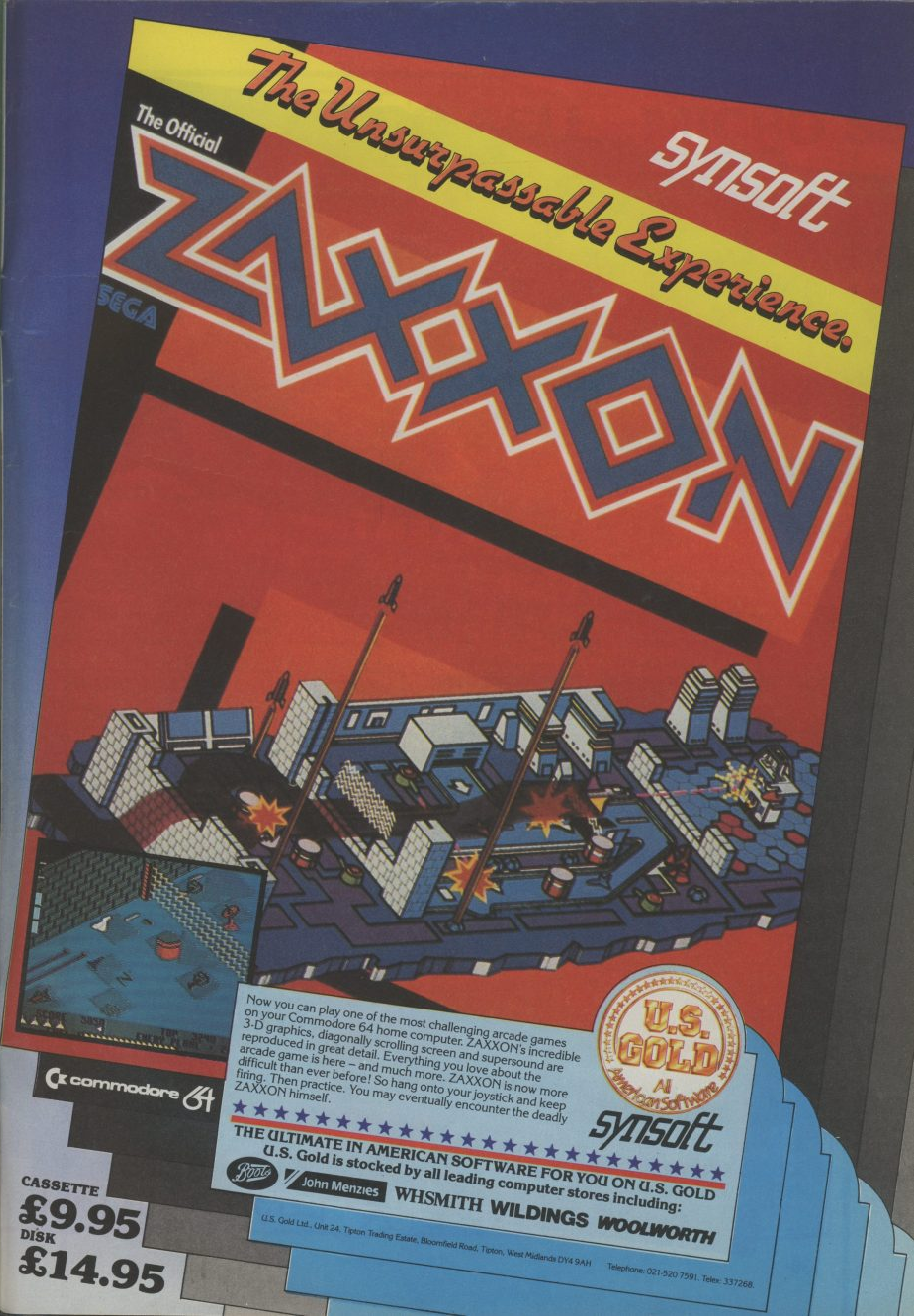
The solution to Four is No Square and A Miner Problem will appear in October's issue of *C&VG*. Don't miss it!



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WE PRESENT — THE THOMPSON TWINS!

The next record release from pop superstars, the Thompson Twins, isn't a new single. It isn't a new LP or even a 12-inch mega-mix picture disc! The record we're talking about here is a limited edition, extremely exclusive *Computer & Video Games*/Thompson Twins Adventure game on a flexi-disc! The record will feature an Adventure for the Spectrum and Commodore 64 featuring the Thompson Twins and written by our friends Quicksilva, the Game Lords.

If you solve the puzzles posed by the Thompson Twins Adventure, you could win an amazing prize. Free tickets to one of the Twins' upcoming concerts, plus a chance to meet Tom, Alannah and Joe backstage afterwards! There will be tons of exciting goodies for the runners-up too. The Twins are at this moment recording a special message just for *C&VG* readers and the disc will also include a song from the Twins.

LET'S NAME NAMES!

And now we proudly present the winner of our Name Game competition! We asked you to come up with an original name for a brand new software house. We had hundreds of entries but the one we liked most came from David Bucknall of Hythe in Kent who wanted to call the new company "Elite". David's prize was a day out at the Alton Towers Leisure Park. Twenty runners-up will receive copies of Elite's first game. More details next issue!

Our amazing Thompson Twins flexi-Adventure makes *Computer & Video Games* really great value for money — even though we're having to increase the price of your favourite games magazine to 95p as from next month. Everyone here at *C&VG* is working twice as hard to make sure you get twice the value for that extra 10p — so you can be sure that *Computer & Video Games* will have all the best news, reviews and competitions in any computer games magazine.

MICRO SELL...MICRO SELL...MICRO SE

SPECTRUM software for sale or swap games such as Jet Set Willy, Kong, Alchemist, Pi-Eyed Cooke. Telephone for details Epsom (03727) 22319 ask for Richard.

SHARP MZ-80Q plus books, dust cover and over £200 of software. Tel: Ipswich 76983 (will part exchange or BBC B or Electron) £330 ono.

ATARI program recorder + Donkey Kong + Popeye + Airstrike + Basic cartridge + manuals + leads £565. Tel: Naresh on 01-472 9286.

DRAGON 32 for sale. £80.00 including leads and manuals and PSU. VGC buyer collects. Tel: Cambridge (0223) 249830.

SPECTRUM software to swap. Hundreds of titles to choose from. Send your list and get mine by return post. Eddie Earley, 65 Anner Road, Dublin 8, Ireland.

ATARI 400, 800. Games for slae, including Jumbo Jet, Sub Commander, Journey to Planets, Shamus, Pharoah's Curse + more. Disk Drive wanted for 800. VCS for sale. Tel: (021) 749 4603.

TWO TOP SELLING VIC GAMES. Bewitched (unexpanded) and Martian Raider (unexpanded). £3 each or both for five pounds. Chris Fitch, 108 Farmilo Road, Walthamstow, London. Tel: 01-556 1485.

ATARI VCS console, joysticks, vgc £20 plus five games, Pacman, Superman, Chess, Street Racers, Combat £5 each vgc. Tel: (0933) 678766. Buyer must be willing to collect or pay for p&p.

ZX81 programs for sale. All originals. Planet of Death, Inca Curse (adventures) £4.50 and Asteroids £4.00. Cash only. Duntocher (37) 76305. 7 Duncombe Avenue, Hardgate, Clydebank, Strathclyde, Scotland G81 6PP.

ATARI SOFTWARE. Shooting Gallery, Journey to the Planets, Necromancer, Frogger, Astro Chase, Airstrike, Bug Attack, Shamus, Star Raiders, Missile Command, Miner 2049er, Donkey Kong, Sub Commander, Blue Thunder, Leggit Roms and cassettes £2 to £9. Tel: Cambridge 62006 after 6pm.

COLECOVISION plus turbo module and 9 cartridges which include Smurf Looping, Q Bert, Frantic Freddie, Donkey Kong Junior, Carnival Venutre, Mr Do, Mousetrap. All for only £210 ono. Tel: 01-582 3975 after 6pm.

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16K VIC 20, cassette recorder, 3K super expander, machine code monitor, joystick, chess cartridge, reference guide games book, revision packages, lots of software. Cost over £350 new, sell for £170. Tel: (02214(6706.

VIC 20 software for sale. Many titles (170+) from £1 each! Some cartridges £5 each. Everything must go, I'm selling up all equipment. Tel: Mitchell (0362) 4497 for more details now!!!

COMMODORE VIC 20 starter pack with books and manuals including programmers reference guide and get more from your Vic, plus games. Going for £140 a real bargain. Tel: Slough 42817. Must sell!

ELECTRON AND DATA recorder (W. H. Smith) and £140 of original software. Excellent condition with tape leads, two manuals. Worth £380, sell £250 ono. Tel: Chas on (0634) 45070 after 6pm.

DRAGON 32 and £85 worth of software including Donkey Kong, Cuthbert in the Jungle etc., two joysticks, magazines, books. All as new, the lot for £130. Tel: Luton (0582) 581043.

ZX81 plus 16K from plus 3 games including Flight Simulator hardly used £30.

TI99/4A Centipede cassette game good graphics and sound, 25 skill levels and Hi score table, good quality and fast moving. Tel: S. Forder on Maidstone 44544 after 5pm.

ORIC 48K I 25 games, manual, leads etc. software includes Zorgons Revenge, Centipede, Frogger, Xenon 1, Dracula's Revenge, Ice Giants, Trek Defence Force Ultima Zone and many others £105 ono. Tel: Garston 662305.

CBM 64 with C2N recorder, Soccer, Manic Miner and Solo Flight Will swap for Atari 800XL with 1010 program recorder and any software. Tel: St Helens (0744) 815076 anytime.

INTELLIVISION I voice module + 15 cartridges including 2 voice cartridges £100 ono. Tel: 01-567 7324 after 6.30pm.

TI99/4A SOFTWARE. Jumpin Jack and Hunchback, Multi level arcade style games. Mario the Caretaker. A great one scene game. All at £3.00. Please add 30p p&p. Send sae, and 20p. Darren Bush, Lakesoft, 2A Birthorpe Road, Billingborough, Sleaford, Lincs.

COMMODORE 64 games, Scrabble 64 and Crazy Kong 64 on disk. Will sell for a low price of £6 each. Tel: (0543) 74739 after 4pm and ask for Steve.

SPECTRUM GAMES to swap, Doomsday Castle, Alchemist, Bugaboo The Flea and many more. For others Tel: Pontefract 703036.

ICRO SELL...MICRO SELL...MICRO

SPECTRUM GAMES for sale. Trans-Tower, Planetoids, £3 each, hundreds to swap, send your list for mine. D. J. Coupland, 4 Manvers Crescent, Edwin Stowe, Mansfield, Notts NG21 9LS.

ATARI Donkey Kong and Commodore Soccer for sale. Offers. Fruit machine with hold, nudge and gamble and £17 of tokens, will swap for a micro. Tel: St Helens (0744) 815076.

VIC 20 adventure cartridges Pirate Cove and The Count, will swap for Adventure-land and Voodoo Castle cartridges. Jane, 11 Oxford St, Seaham, Co. Durham. Tel: Seaham 813676.

TEXAS software bargains (from Lanter, Intrigue, etc.) including, Blasteroids, Adventuremania Dodger, Santa and Goblins, Teach yourself Exbasic (all originals) only £2.99 each. D. M. Prince, 18 Hallwood Ave, Salford 6, Greater Manchester M68 WW.

ZX81 16K and keyboard (DK Tronics) also 5 games including 3D Defender, 3D Maze plus many magazines worth over £22. All worth £120 will sell for £50. Tel: Holywood (NI) 2985.

ATARI game sto swap and sell, disk and roms only. Also required disk utilities. Tel: Metheringham (0526) 21187 after 6pm please also wanted either colour monitor or portable colour TV.

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MB VECTREX home arcade game complete with 7 cartridges cost £300, sell £70 ono. Tel: L/Buzzard 376849 Bedfordshire.

ATARI VCS good condition including paddles, joysticks, five cartridges, Pacman Space Invaders, also Star Raiders with video pad and others all for £75 ono. Tel Jack after 6pm at 01-452 5652.

VIC 20 starter pack 32K switchable joystick and C2N recorder, 25 games worth £226, accept £150. Tel: 01-223 0122 after 4.30pm.

48K ZX SPECTRUM plus Alphacom 32 printer, only 2 months old, including Manic Miner, Jet Set. Sentinal, Death Star and Professional Assembler I, others over £260! sell for £210. Tel: Clevedon 878500.

ATARISOFT pole position for Commodore 64, cost £35 or more in shops. I'm selling it for £17. HURRY. Nicholas Sononola, 63 St Barnabas Rd, Mitcham, Surrey. Tel: 01-648 4073 after 4.30pm.

VIC 20 I 16K switchable Ram pack, joystick, manuals, magazines, many cassette games Vic etc, less than 5 months old, bargain at only £185 ono. Interested maybe? Tel: 01-697 1519.

ATARI computer games for sale. Donkey Kong £18. The Lone Raider, Blue Thunder, Airstrike, £9 each. Tel: 051734 3039 after 5pm.

COLEVISION games console with Donkey Kong and Turbo still boxed only £95, also Yamaha L5-01 Monophonic synthesizer with powr supply as new £90. Tel: Poynton 875036 (Phil) after 6pm.

ATARI games 15 cartridges, 25 original cassettes, offers to J. Conway, 9 Berry Leys, Luton, Bedfordshire.

DRAGON 32 joysticks, Sanyo cassette recorder £130, software including Chess cartridge, Pettigrews Diary, Empire Shuttle etc. cost £375 will accept £200 bargain. Tel: Watford 24011.

SHARP MZ 80K built-in monitor and casssette player, language games, utilities, books, magazines etc, £300 ono or swap for Atari 800. Tel: Tamworth (0872) 872554 after 4.30pm.

SPECTRUM games to sell or swap many titles including Penetrator, Ant Attack, also want to buy ZX printer will pay good price. Tel: 031 669 5203 after 8.30pm ask for Mazhar.

COMMODORE 64 software to swap, Panic, Crazy Balloon, Hovver Bovver, Forbidden Forest, Space Walk, Annihilator, Attack, Mutant Camels, Falcon Patrol. Tel: 051 256 9263 and ask for Ian.

TI99/4A over 40 games. All at £2, most run in TI basic. For list send sae to TI99 x A Offer, 17 Cobham Road, Walthamstow, London E17.

TI99/4A, speech synthesizer, joysticks, cartridges and tapes hardly used, includes cassette lead and books. Good for educational computer for young children, £125 ono. Tel: Kamal 051-520 3113 after 6pm. Worth £250 new.

ATARI software various original cassettes, all at £5 each. Tel: Peacehaven 6403.

SHARP MZ-80K games. Temple of Henry the Morbid, Arcade style adventure. Great value £4.95. David Woof, 18 Bolton Avenue, Huncoat, Accrington, Lancashire BB5 6HN. Cash only.

SHARP MZ-700 for sale. Complete with software + manual, also built in data recorder. Perfect condition. Sell for £200. Chris Simpson, 7 Bairstow Road, Towcester, Northants (all enquiries replied). Still boxed!

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